

C64 SEGA SPECTRUM AMSTRAD ST AMIGA  
MEGADRIE PC ENGINE LYNX NINTENDO  
**MAY NO 102**  
DM 7.50 SP \$7.20 350 PTA

**£1.20**

# COMPUTER

**+video**

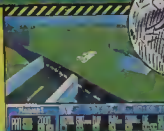
# GAMES

NOT THIS TIME, QUADE!  
THE WORLD CUP STARTS HERE

**EXCLUSIVE!**  
**TURRICAN**  
THE BEST  
C64 GAME  
THIS YEAR!!!

**KAPOWIE!!!**  
MEGA COMIC  
BOOK MAYHEM  
IN...  
**ROBOT  
MONSTERS!**

**EXCLUSIVE!**  
**SKID MARKS!**  
AMAZIN'  
SEAT OF  
THE PANTS  
DRIVIN'!!!



**SNK'S NEO GEO  
THE NEW MEGA  
CONSOLE?**

**REVIEWED!!!** • HAMMERFIST  
KLAX • DYNASTY WARS • SKI OR DIE  
CASTLE MASTER • PLAYER MANAGER

**EXCLUSIVE!**  
**WORLD GAMES AND  
BATTLE OUTFIT**  
**REVIEWED ON SEGA!**





# The World Cup

A COMPREHENSIVE GUIDE AND GAME REPLICA OF THE

## WIN TICKETS TO THE WORLD CUP



*Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!*

See competition card inside game pack for full details and competition rules

## FREE WORLD CUP FILE-OF-FACTS



64 colour pages that tell you everything you need to know about the ...

**ITALY 1990  
WORLD CUP FINALS!**

## WORLD CUP TRIVIA QUIZ

A chance to test your knowledge in:

**'THE WORLD CUP STARTS HERE!' TRIVIA QUIZ**

**Q. WHICH GOALKEEPER LET IN 5 GOALS IN HIS LEAGUE DEBUT AND WENT ON TO CAPTAIN A WORLD CUP WINNING SIDE?**

**A. ?**



## AUTHENTIC GAME ACTION



Including:

- Variable skill, speed, strength and aggression levels.
- Choice of formations.
- Full team seeding system.

ITALY 1990. 24 teams and 160,000 supporters converge on Italy for the greatest sporting event in the world and you can witness the spectacle on their television screens...

...But for you THE WORLD CUP



# Starts HERE!

OF THE WORLD'S MOST EXCITING SPORTS SPECTACULAR

## TAKE YOUR PLACE IN THE FINALS

Choose your team from a REAL playing squad then battle through authentic league and knock out phases all the way to the final, playing against the opponents you would expect to meet in the real event!



## UNIQUE PLAYING FEATURES

Include:

- Player v.s. Player option.
- Variable match duration (2 minutes to 45 minutes).
- TV style presentation.
- Referee with the ability to use the 'red card'! ...

AND MUCH MUCH MORE!!



# ITALY 1990

THE WORLD CUP STARTS HERE!

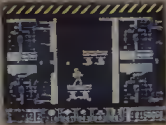
Available on:  
CBM AMIGA • ATARI ST COLOUR MONITOR  
CBM 64/128 & AMSTRAD Cassette & Disk  
SPECTRUM Cassette



U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 626 5388

STARTS HERE! Get to know the  
facts on the game, the players  
and fixtures, select your squad  
then GO FOR GOAL - in the  
World Cup final! Then sit  
back and be the ultimate  
World Cup football fan around!





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A chest of Cheat modes, a pile of POKES and a tumult of tips for your computer!

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## BACK TO THE FUTURE II AND III EXPOSED!

We take the wraps off Mirrorsoft's upcoming game of the film, and take a sneak preview at the next movie in the series!

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## THE CORPS!

After fighting off various supernatural, the brave boys and girls meet Mechino-Kong, making them wonder what the hell kind of planet they're on!

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103



## BIG THANKS

Thanks this month to Console Quest of Easbourne (04247 8861) and PC Engine Supplies of Sicks (0782 712759) for being very kind and supplying us with all our PC Engine and Megadrive software

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EDITOR: JULIAN RIGNALL  
"SOLO" RIGNALL  
Once an Imperial Navy commander, Julian Rignall is a smuggler until his involvement with the Rebel Alliance. After playing a part in the downfall of the Empire, he abandoned the Alliance and fell out to take the helm of C+VG.



# TS

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A complete collection of consoles are just a phone line away in this month's mighty-line call-in compo!

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Design the droid of your dreams and win a Lost In Space Robot replica in this Robot Monsters compo! Miniature clock-bots for the runners-up!

## BACK TO THE FUTURE COMP

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A shiny new video recorder plus copies of Back To The Futures and it could be yours if you win this Mirrorsoft megacom!



## ARCADE ACTION

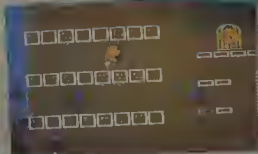
We take an exclusive early look at the next arcade sensation, Microprose's F-16 Strike Eagle air combat simulator!

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### ART EDITOR: AN- DREA "LEIA" WAL- KER

The spunky as-  
sistant of Alderaan finds  
gripping C.V.G. a  
page less inspiring  
than being chased by  
slurmitoppers on  
spreader bikes but  
when in need of in-  
spiration she can still  
be heard to say "Help  
me Out, Wagon!"

### DEP. EDITOR: PAUL "LUKE" GLANCEY

Though a little short  
for a stormtrooper,  
Paul has harnessed  
the military powers of  
the Force and now  
uses his mysterious  
capabilities to write  
cap to a "take  
sceneshots and  
chinese lies

### STAFF WRITER: PAUL "LANDO" RAND

Gambler, card player  
and scoundrel Paul  
has the successful es-  
sault on the Death  
Star and the C.V.G.  
game room has re-  
sounded to his way of  
"Have gone noth-  
ing!" ever since





# Bloodwych



**ARGUE! BARTER!  
LIE THROUGH  
YOUR TEETH!!!**



Amiga ST Screen Shot



Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst from one of many races he has come. His task: to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!



## THE RATINGS

When a game is reviewed, we give ratings for five different criteria.

### GRAPHICS

Does the game look good? Is the action exciting? Are the graphics fairly good? Is the animation real? Is it a mark above all visual aspects of the game.

### SOUND

Sound and music that enhance the game are given high marks. The sound is good if the sound effects are in good proportion.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. Other words - Is it worth the money?

### PLAYABILITY

This tells you how addictive and enjoyable the game is. The higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole. Taking into consideration all the other ratings, a short, how good the game really is.

## THE REVIEWERS

### JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

He loves games requiring brain, but doesn't mind the odd blaster.

### GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

### PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



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## C+VG HIT! REVIEWS

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Two heroes for the price of one in Vivid Images' terrific arcade adventure.

### ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS 38

Supremely comic! arcade conversion from Osmark.

### DYNASTY WARS 44

Fight off the clans of Japan in US Gold's conversion of the Capcom coin-op.

### SKI OR DIE 48

Fun in the snow with EA.

### TURRICAN 70

Superb arcade adventure from the people who brought you Demals.

### KLAX 76

Hypnotic conversion of the tile-topping coin-op from Osmark.

### XENOMORPH 80

Go on a hunt for chips in space in Pandora's great 16 bit adventure.

### CASTLE MASTER 86

Domark and Incentive come together to produce a HIT! Freescape quest.

### SUPER REAL BASKETBALL 103

This Megadrive release is the best Basketball game around.

### NEW ZEALAND 104

Story

Cutey Kiwi conversions on Megadrive AND PC Engine!







## BRAVE NEW WORLD

The hottest, and possibly the most powerful console yet is just about to hit the streets! Coin-op giant SNK (the folks who brought you the gun-toting hit Iken Warriors and Guerrilla War, to name but two) are ready to launch the Neo Geo (New World) - and that's just what it is!

The console's slimline, black casing hides a collection of 16 and 8 bit processors, together with a stack of custom sound and graphic handling chips, which work together to produce some of the most awesome games to be

played at home. What's more, the Neo Geo games cartridges are capable of storing staggering amounts of data, up to - wait for it - FORTY megabytes!

## INANE PRO-MOPIX No 1

Our first Inane Promopic of the month is this portrait of the Impressions team who are about to launch a strategy game based on the Battle of Rourke's Drift during the Zulu wars of the last century.

The game is due out 'soon', but if you want to know a bit more about the subject, either get yourself down to the video shop and pick up a copy of the film Zulu (starring Stanley Baker and Michael Caine in his first celluloid excursion) or be the first to send in the title of the second film in the Zulu series and you could win a copy of the VHS video to keep for always. Send your entry on the back of a postcard to: WARP ONE MR ZULU COMPO, C+VG, PRIORY COURT, 30-32 FAR RINGDON ROAD, LONDON, EC1R 3AU.



## INANE PROMO

The second gormless promo shot of the month comes from that source of many an odd pic, Domark. Here we have Dom 'n' Mark with Incanlive's Big Cheese, Ian Andrew, cavorting outside Fulham Palace Church (site of the priest-opening scene in The Omen) to





Just think of the games you'd be able to play with a cart that size!!!

But don't get too excited yet, because the cost of this equipment is a tad higher than yer usual console gear. For the console itself, we're talking a tenner off three hundred quid. And if you think that's expensive, what about the software, which comes in at a weighty £140 - not that much cheaper than a PC Engine! SNK are

optimistic, however, and predict first year sales

## NO STRINGS ATTACHED

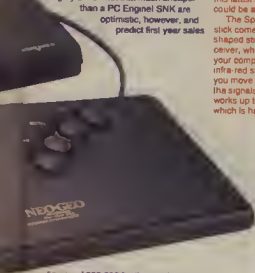
Intra-red joysticks are nothing new (there was an absolute etack of them launched years ago - none of them worked particularly well though) but this latest attempt from Spectravideo could be a winner.

The Spectravideo IR Intra-red Joystick comes in two parts: the pistol-shaped stick itself and the infra-red receiver, which you plug into the back of your computer. This box picks up the infra-red signals sent by the stick when you move it and translates them into the signals the computer expects. It works up to a distance of 30 feet, which is handy if you have very good



eyesight and a very long living room.

The joystick is compatible with most computers equipped with an Atari style D-plug and it will be in the shops by the end of April, costing £39.95.



figures of 300,000 for the machines and 1.2 million for carts. The Neo Geo is being launched in Japan this month, and no doubt one or two mail order firms will have their hands on a couple of machines by mid-Spring, so start saving your pennies or get searching for a leprechaun.

## PIX No. 2

publicise their collaboration on the production of *Gastia Master* (reviewed on page 86 of this very issue!). We're considering making the Inene Promopix slot a regular feature, so, publicity-seeking sofas, get snapping!



## SEGA MASTERS

Why are these people smiling? Well, the four in the front are the finalists of Sega's nationwide search for the top Master System games players. On March 9th, the fortunate foursome were shipped down to Gatwick Airport for a final playoff aboard a Virgin Atlantic 747. After heated bouts of *World Grand Prix*, *California Games* and *R-Type*, Paul Fawson (on the left) emerged the victor. Still, no-one went

away empty handed, as all four were then flown over to New York for four days of sightseeing and stuff (there are a lot of tours in this news story aren't there?)

And the four folks in the back row? Well, they're all Sega employees who are obviously smiling because they got a four-day freebie in New York (jammy bleeders).

## A-MIGA-DRIVE LATEST

We've had an unbelievable amount of letters and phone calls over the past month about the fantastic new A-Miga drive converter, so we decided that it's time to come clean...he he, FOOLED YOU! Didn't you check the data on the cover?

In case you're wondering, here's how you can build an A-Migadrive of your own, so mums and Sege executives, leave the room now. Take a Japanese-to-UK Nintendo cartridge converter, and place the two plastic bits on top of each other to make it look bulky and realistic. Then rip the label off a handy Megadrive cartridge (you may need an adult to help) and balance it in the Nintendo converter. Run a Centronics printer cable be-

tween the converter and the underside of the Amiga, then photograph the whole thing with the Japanese instructions on the Megadrive cartridge (lacking the camera (always assume that the majority of your audience can't read Japanese). Then, hey presto - a breakthrough in technology! Or not, as the case may be.

But what about that screenshot showing the converted TV Sports Basketball? First, we expanded the screen using the little knob at the back of our 1084 monitor, then fiddled about with our dodgy SCART lead so that the colour changed. And there you have it, one enormous sitch-up on your part, and one gigantic giggle for us lot - nice idea though, isn't it!



# NES

## MINDSCAPE CONSOLE THEM- SELVES

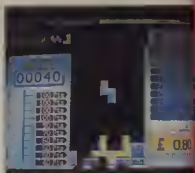
Those lads and lassies at Mindscape have all got big, cheesy grins on their faces at the moment - they've just become the first third party company to be allowed to flag Nintendo cartridges in Europe!

The deal is set to make the company an absolute stack of cash, and it kicks off with conversions of the Atari coin-ops Paperboy and 720. These two will be followed by a host of others in the coming months, one of which will be a game based on the firearm frolics of "Dirty" Harry Callaghan, the Magnum-packing copper made famous by Clint. Make My Day. Eastwood, and another game based on the series of Mad Max films. We wait with baited noisies.

## SEGA SLASHES

All you moaning minnies who whinge about the price of Master System software being too high, take heart - In an unexpected move, European distributors Virgin Mastertronic have announced a range of price cuts on their older and cruder carts.

For the measly sum of £9.99, you can pick up Enduro Racer, Ninja, Rescue Mission, Super Tennis, Teddy Boy and Transbot, while for three quid more you can get Action Fighter, Aztec Adventure, Fantasy Zone, Global Defence, Secret Command or World Grand Prix. All these new prices will be in effect right now, so stick a knife into your piggy bank and rake out those coppers doubleplusquick!



## TETRIS WHILE TIPSY

Good news for all fans of the classic puzzle game Tetris - it's been turned into a prize-giving pub machine!

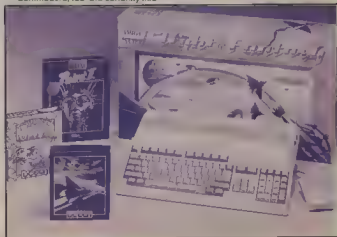
There are two different modes - practice and "real". The practice mode costs 20p and lets you play an easier version of the main game. You can't actually win any dosh in this mode, but sliick 50p into the coin slot and it's time for some fast-moving, brick slotting fun and games - well, very fast-moving! But then, what do you expect? Money for nothing? (Chicks for free? Ed) As Bruce would say, points make prizes, and the higher your score, the more cash you collect, up to a top payout of a tenner!

## BUNDLES OF FUN

Now that the STE is on the shelves at £399.99, Atari have decided to top a hundred quid from the price of the common-or-garden 520 STEFM. The Discovery Pack, contains an ST, a tutorial disk, a copy of ST BASIC, the powerful Neochrome art package, games designer STOS, a book called Discover Your ST (that's in case you can't find it in the box - hur hur) and a load of top games.

Commodore, too, are currently into

bundles. From mid-April, you'll be able to pick up an Amiga 500 attractively packaged with a copy of Deluxe Paint II and three top-quality new games - Rainbow Islands and F-29 Reliator from Ocean, and Domeik's Escape From The Planet Of The Robot Monsters. The "Flights of Fancy" package weighs in at 399.99, but those superb games certainly make it a tempting purchase.





# CLOUD KINGDOMS



**THE GAME WITH WITH THE FIRST INJECTION MOULDED, EIGHT-WAY ROLLING, RUBBER OTTOMAN SOFTWARE HERO.**

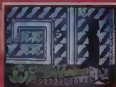
But Terry, magi crystals are stolen by Baron von Braxal and taken to the land of Kogdora there's only one thing to do. He sends to his super-giant green skytroops and sets off to recover them. Their Terry searches each kingdom collecting the crystals as he goes, but things aren't easy, along the way he encounters the Star Rolling Eightballs and the Bad Insect Monsters.

Cloud Kingdoms is addictive arcade action all the way! Each of the 32 levels are totally different, explore them all and delight at the stunning graphics, sound effects and compulsive joystick twiddling gameplay. This is one game you just won't be able to switch off!

- WITH PINKIE SHIMMERS, RE, MAGNETS, BLACK HD 5, PRATOPORE, KOD PODS, GIGGLE DOOMS.
- TOO MANY TO LIST
- CRUCIALLY ON EASY SCREEN PICK UP DIAMONDS, TRILL, FLOWERS, NIPP, TREASURE, GUESTS
- FROM PICK UP, WINGS, PINKIE, POTS, CLOCKS, BOUNCING SHOES, RUNNING SHOTS 1, 2, POP
- AND POTION
- VERSION FEATURES: ANIMA, OLIVE, TY TO ING
- QUMI CAUTION: THE CREATOR OF THE TITLES SUCH AS DRAGON AND "INDIGNANTMENT"

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*Eight Years Ahead*



# NEW! FROM ENCORE...



## ESCAPE FROM SINGES CASTLE

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 16th May 1990

Dragons Lair and Escape from Singes Castle are trademarks owned by Bluth Group and used under license to Elite Systems Ltd. © 1982 & 1986 B. © 1987 Bluth Group Ltd. Character designs © 1983 Don Bluth. All rights reserved and copyright, trademark and other notices as approved by Bluth Group Ltd.

## LIVE & LET DIE

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

A Thornth Publication. Source code and game format © 1988 Elite Systems Ltd. Game speech tape © Thornth S.A. 1982. © Euro Productions Ltd. Children Publications Ltd. 1987.

## QUESTION OF SPORT

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

The QSL and A Question of Sport are trademarks of the British Broadcasting Corporation. Format of the program copyright © 1988 the British Broadcasting Corporation. Format of the program and source code copyright © 1988 Elite Systems Ltd.



Elite Systems Limited Anchor House, Anchor Road, Aldridge Walsall West Midlands  
WS9 8PW England Telex: 336130 ELITE G Consumer hot line: (0922) 743408



## EVEN MORE DANGEROUS

If you were a fan of Microprose's teeth-gripping platform game, Rick Dangerous, you'll no doubt be pleased to hear that the original authors, Core Design, are currently working on the follow-up, set in space, which is due out during the summer.

In the meantime, if you were having difficulty with the first Dangerous installment, you may be pleased to hear that, for a nominal fee, you can now trade in your original copy for a repro-



grammated Rick which lets you select your starting level and also has the difficulty knob turned down a notch. Contact Microprose on 0866 504326 for full details.

## COMPILATIONSVILLE

How often have you wished you could hit a home run on the local baseball diamond, then drive your Porsche down to Cape Kennedy, hop a flight to the moon, then get back just in time for a round or two of Crazy Golf? Loads of times, we bet. Well, this new compilation lets you (sort of) do just that. Accolade's All Time Favourites includes Test Drive (reasonable race around a mountain-in-the-fest-car-of-your-choice simulator), Hardball (nifty baseball simulator), Mini-Putt (jolly seaside pastime simulator) and Apollo 18 (excellent moonshot simulator). It's out now on PC and C64 disk for £29.99 and £14.99 respectively.

## COMPILATIONSVILLE II

Also new on the compilation scene is Electronic Zoo's Top 20 Solid Gold pack, which comprises 20 old C64 games for £14.99. The games are (deep breath): Top Fuel Challenge (dirt drag-racer game), Richard Petty's Talladega (mediocre driving game), Motor Mania (another mediocre driving game), Time Tunnel (ragic arcade adventure), High Noon (jolly cowboy shoot-out), Aztec Challenge (very strange, but playable multi-level platform/action/puzzle game), Forbidden Forest (atmospheric 3D shoot 'em up), Delta Man (we've never heard of this one), Slinky (mildly enjoyable Q\*Bert game), Caverns of Khafka (odd platform quest), Mediator (never heard of that one either), Fearless Fred (nor this one), Spite and Malice (nor even this one), Legend of Knucker Hole (unusual platform affair), Psycastris (a very poor Undum clone), Beyond Forbidden Forest (much-enhanced sequel to Forbidden Forest), Chernobyl (nirgung power station simulator), Professor IQ (another one we've never heard of), Grand Master Chess (passable) and Potty Pigeon (wacky arcade adventure from Tony Crowther). The game just about make up for the duds, which, for 75p each, aren't such bad value for money at all.

## COMPILATIONSVILLE III

Empire's contribution to the current epidemic of football fever is a compilation of three soccer games, imaginatively titled The World Cup '90 Compilation. The ST and Amiga collection comprises Microdeal's International Soccer (not so hot), Tracksuit Manager (fest raina management sim) and - get this

Anco's blockbuster Kick Off! The 8 bit versions also include Kick Off and Tracksuit Manager, but International Soccer is replaced by the equally weak Gary Lineker's Hot Shots. The packs will be out at the end of April priced at £24.99 (15 bit) and £14.99 (8 bit).









THE



THE

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COMPUTER GAMES....**

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# BACK TO THE FUTURE II

## PART II

### BY IMAGEWORKS

One of the biggest films of last year was *Back to the Future II*, the further exploits of Marty McFly (Michael J Fox) and Doc Emmet Brown (Christopher Lloyd). Having travelled forward in time to 2015 to influence the lives of his children, Marty buys a sports almanac which contains all the sporting results of the 20th century, the idea being that when he returns to 1985 he can place bets and win loads of money, and thus become very rich. Doc talks him out of this, saying that messing with his destiny is very dangerous, and Marty throws it away.

However, evil Biff overhears this conversation, and while Marty and Doc are busy, he picks up the almanac, steals the DeLorean time machine, travels back in time and gives the almanac to his younger self before returning the car to its rightful place.

When Doc and Marty return to 1985 they discover that history has been completely altered and set about the nearly impossible task of making things right...

Sounds like ideal subject matter for a computer game? Imageworks certainly think so - they bought the rights and are currently programming the game of the film!

The action is split into five distinct missions. The first is **▼ The Amiga sliding puzzle (mission four).**

set in 2015 and sees Marty racing around Hill Valley on a hoverboard being pursued by Biff's son, Griff and his gang.

Outwit them and you're onto level two, a logic puzzle where Marty is trying to get Jennifer out of his future house before she meets her

future self! Mission three is set in 1985 and is a scrolling arcade adventure where you have to find out why history has been changed.

The next mission is a sliding puzzle game where you have to assemble an animated picture of Marty playing at the Enchantment

▼ Colourful hoverboarding on the C64.





## BACK TO THE FUTURE III

The final episode in the Back to the Future series will appear in Cinemas this Autumn. Imageworks have just announced that they've acquired the licence and will produce a game based on the film this coming Christmas - we'll keep you posted.

BACK TO THE FUTURE: A PICS COPY. RIGHT: COLUMBIA. BOTTOM: COLUMBIA



▲ Harboring action in the first Arima mission.

Under the Sea ball 955. Finally, mission five, set in 955, sees Marty again on his hoverboard chasing after

Giff - an attempt to retrieve the alien race while avoiding the attentions of his marauding gang.

▼ Spectrum action as Marty confronts Giff.





# C+VG HOTLINES

## WIN A MEGADRIVE!

**0898 334 150**

Question: What's sleek, black and desired by beautiful women the world over?  
Answer: No, not Eddie Murphy - it's that hot little number, the Sega Megadrive. Question: Which is the best, most sexy and up-to-date games mag in the whole world, with one of these much-sought after consoles to give away to one of the lucky callers to our comps hotline? Answer: Well, it couldn't be anyone else but C+VG, could it? Yes, we've got another Megadrive to pass on to one of our readers - and it could be YOU! As usual, it's so darned simple to enter this compo that even as yet undiscovered ancestors of the lost Inca race will know the answers to the questions which can be heard by phoning the special hotline number. But they don't have telephones, so get dialling before God builds them a public phone box!

## WIN A PC ENGINE!

**0898 555 537**

Crikey! Here's something which we haven't given away for a fair few months! It's a PC Engine, the titchy terror with enough power to get an Ariane rocket into space without it toppling over and blowing up. These things are becoming scarcer by the minute, yet we have got our hands on one of these elusive consoles, and guess what we're going to do with it? Yup, that's right, we're going to be ultra-generous and pass it on to one of you lot! Aren't we the nice ones. Yeah, we are. But you'll have to ring the special hotline number, or else you won't know what you have to do. So stick your finger in the hole and jiggle it about NOW.

## WIN A GAME BOY!

**0898 555 538**

Did you know that if you placed 21,674 Nintendo Game Boys end-to-end, they'd stretch a very long way indeed? And did you know that, had the Game Boy been invented at the time of the American War of Independence, it wouldn't have been much use because batteries weren't around at the time? Ah, but did you know that if you ring the hotline number printed immediately above this complete load of old twaddle, you could be in with an absolutely cracking chance of receiving the on-the-move gamer's dream machine? Well, just pick up the receiver, dial the numbers and see for yourself!

## WIN A LYNX!

**0898 555 539**

It's unbelievable! We have, especially for one lucky compo winner, a brand-spanking new Lynx helicopter (as used by the military across the globe) to give away! Complete with all you need to get you into the air, including rotors, cyclic as well as collective control sticks, and a natty black helmet like wot those blokes off the "Rescue" telly series wear... erm, wait a minute, it's not a Lynx helicopter at all. BUT - it's even BETTER than that! It's an Atari Lynx portable games machine, complete with a copy of California Games! So now you can get lost somewhere in the Peak District, and not be at all bothered about being found - at least, not until the batteries run out! If you want to win, ring the number and pray!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS' PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK AND STANDARD RATE) AND 25P PER MINUTE (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.





# DAN DARE III The Escape



IBM PC



ATARI ST



AMIGA



CBM 64



SPECTRUM



AMSTRAD

IBM PC	£24.99
ATARI ST	£19.99
AMIGA	£19.99
CBM 64	£9.99 (CASS)
	£14.99 (DISC)
SPECTRUM	£9.99 (CASS)
	£14.99 (DISC)
AMSTRAD	£9.99 (CASS)
	£14.99 (DISC)



# Mail Bag



A big, fat, hairy welcome to the bestest letters page in the whole Universe! If you've got anything remotely interesting to say, write to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FAR-RINGDON LANE, LONDON, EC1R 3AU. There's a prize of £100.00 worth of software for the best letter of the month - so get writing!!!

## KONSOLE KWESTIONS

Dear YOB,

At the moment I am the proud owner of a Lynx and an Atari ST, but I'm thinking of purchasing a console. I'm split between a Sega Megadrive and a PC Engine, so if you could answer these questions it will help me in my painful, agonising decision process.

1. What are the tech-specs of the two aforementioned machines?
2. Is the CD-ROM for the PC Engine compatible with the SG?
3. When will the Power Console be available here?
4. What peripherals are available for the Megadrive?
5. When these two machines are officially released in the UK, will the bona fide ma-

chines be compatible with current "grey" versions available here?

6. I may not be eagle-eyed, but I have not seen many PC Engine CD-ROM games reviewed in your pages lately. Is the CD-ROM a turkey? Well now I've had my say, it's over to you.

G Shwales, Streatham, London

YOB: 1. I haven't got enough room here to list everything, but basically the Megadrive has better technical specifications than a PC Engine. 2. Yea - but you have to buy a special interface. 3. Not for ages, and it'll cost over £200! 4. None as yet, but a keyboard, disk drive, modem game link, Master System adaptor and graphics tablet are all in the pipeline. 5. Megadrive - definitely not. PC Engine -

we're not sure, but I wouldn't bank on it. 6. No, not at all. CD-ROM games are extremely difficult to get hold of, plus the user base is small - we'd prefer to devote the space to a cartridge game.

## GRABBED BY THE GHOULIES

Dear YOB,

This is not a complaint letter, I just want to know if you have any news about Ghouls and Ghosts on the Sega 8 bit. If you do, please please please end please will you inform me  
Daniel Slater, Croydon, Surrey

YOB: Sorry to disappoint, old chine - there are no plans for Ghouls 'n' Ghosts on the Sega master System. It's available on the Megadrive, it that helps...

## CASSETTES ARE CRAP!

Dear YOB,

I'm writing to complain about a few niggling problems about computer games. Firstly, I'm fed up with faulty games - you spend more time trying to load them than play them! I own a C64 and am using a cassette recorder at the moment (but hoping to get a disk drive soon). Why don't Commodore start selling C64 packs with disk drives only, for around £245.00 or so, and abolish cassettes off the face of the Earth! This goes for all other computers which use cas-

sette recorders too! Games would load much quicker and loading problems would be lessened.

I suppose this is the good thing about console games, and because of this will help the sales of Megadrives and PC Engines etc, when they are officially released. But when are these marvellous machines going to arrive in this country? Another thing which is really irritating is the amount of new consoles and computers coming out - which are you supposed to get? I've just read about a





## WHAT DOES YOB PLAY?

Dear YOB,  
I'll keep it brief. I have two questions  
1. Why are you called YOB? Were you christened YOB or is it a nickname, what is your real name?  
2. What computer or console do you have? I have a crucial Saga.

R Paris, Davenport, Northants  
YOB: My full name is YOB (I was named after YOB the Doc Martened, the infamous Vandal whose marauding horde swept across 7th century Europe leaving a horrendous trail of broken windows and spray-canned blue ehaters) Ask your history teachers about him. I don't actually own a computer or console - I just use all the ones in the C+V office, 'cos they've got EVERYTHING!

## WHERE'S TROJAN

Dear YOB,  
When on holiday in Cyprus, I played on an arcade game called Trojan. Could you please tell me whether it is available for the Atari 520 ST? If so, where do I get it from, and how much would it cost?  
Ben Haywood, Cambridge  
YOB: It's only available on the Nintendo, I'm afraid. So if you like it that much, sell your ST!

new CD Amiga coming out in September, and now I'll have to wait until then to see the new machine (and hopefully but it, as it would be a waste of time buying the present Amiga).  
One last point, instructions for computer games. They might as well be in Japanese! On most games these days, you have to work out a large percentage of the game yourself because the instructions are really badly written! Please print this letter because I think these points are worthy of some recognition. Keep up the great work with the mag, the changes you

## NO MORE COMPUTERS

Dear YOB,  
I think that computers are finished and that consoles are taking over more and more. In the near future there will be no market for computers, software houses will make games only for consoles and ignore the Commodore and Atari computers.  
Just look at the consoles that are coming from Japan - there's the PC Engine, Super Grex, Megadrive, Gameboy

and the Nintendo Super Famicom. From the US we got the Lynx and over here we have the Konix. All the consoles have superb, almost coin-op perfect games that the Amiga and ST won't even get close to.  
The consoles are simple to use, just plug in your favourite cartridge and turn on the machine. You don't have to load games onto the consoles, and the best thing of

all, you can't copy the games. I've got a PC Engine and I think it's wonderful.  
The computer is dead - long live the console!  
Jonas Eriksson, Atte, Sweden  
YOB: Blimey O'flipping Riley, you're raking the wrath of a million computer owners! Strong words indeed - does anyone else have anything to say for or against this subject? I'm staying on the fence...

## TO GREY, OR NOT TO GREY

Dear YOB,  
When I received the March issue I spotted the Virgin Magtartronic warning on page 99, strongly advising all potential customers against buying "grey" imported 16 bit Megadrives. My mate and I have become very concerned. We are both puzzled over what "grey" imported means, but have our ideas. I say that it means there are copies of Megadrives that are being illegally produced that are grey. But my friend seems to think that it's a way of importing and that all the mail order companies supply the "grey" imported machines to their customers.  
Could you please tell me what it means, and whether my machine is a grey imported Megadrive? If my theory is correct, when Saga

Megadrives are finally marketed in England will mine be compatible with the software? And if my Megadrive goes wrong will I be able to have it mended?  
Alastair Mellor, Syston, Leicestershire  
YOB: You're wrong, old chaps. "Grey" imports aren't actually grey in colour - they're official Japanese Megadrives modified so that they can be used on British TV sets. Every single Megadrive in Britain is "grey", and they will not be compatible with British software. And if they go wrong you'll have to take them back to the people you bought it from - Saga won't touch them!

## AN ACCIDENT

Dear YOB,  
Not long ago I borrowed my friend's computer while he went on holiday, but unfortunately I tipped Coke all over it. Imagine my dismay when he smashed my face in!  
Yours Horrified,  
I M A Liar, Margate, Kent  
YOB: What a twerp...

## WHERE'S WORLD CUP 90

Dear YOB,  
In January's Arcade Action you reviewed a game called World Cup '89. Which I went to know is will or is anybody making it for the Amiga 500 or any other computer?  
Sam Horspool, Rotherham,

South Yorkshire  
YOB: Rumour has it that Elite bought the licence - but they won't confirm it. Anyway, there are about a billion football games coming out in the next few months, surely you'll find something that'll keep you happy?

## NOT SO FOOLED

Dear YOB,  
I read with great interest the article on the A-Megadrive and instantly realised what an essential purchase this device would be as I own a Megadrive and have a relation who owns an Amiga. I immediately contacted a leading supplier in Japan (I speak fluent Japanese you know) who had just the item I was searching for. With any luck, considering the lengthy delivery times between countries I should have it for April 1st!  
John Carolyn, Halifax  
YOB: Well spotted that man! Award yourself a hearty slap on the back. But watch you don't break your arm.

## C64 CARTS

Dear YOB,  
I read your mag every month and I have not seen one C64 games cartridge. Can you get them? I have asked in every software shop in Liverpool and no-one seems to know, do you?  
Chris Sutton, Meghall, Liverpool  
YOB: When the C64 was launched about seven years ago, the first games

made in presentation a few months ago are brilliant, so it gets the thumbs up from me for one meg and two mag! All the best  
Andy, West Midlands  
YOB: Cassettes are a right pain in the arsenal - they're so slow and awkward. Give me disks and cartridges any day of the week! The Megadrive and PC Engine are both going to be officially available in September - HOORAY!!! And if you're wondering which machine to buy, it's easy - you buy the one which has the software you most wish to play.



# Mail Bag

OZONE  
INCOMPATIBLE!!

READ EM  
OR WEEP  
CREEP!!!

YOB!

BAD  
BREATH

WHEE!!



to appear were on cartridge. However, independent software manufacturers opted for tapes and disks because they were cheaper and easier to mass produce, so cartridges disappeared. However, rumour has it that Commodore are currently signing up big software companies to start making cartridge games for the machine - keep watching the news section.

## FOOLED YOU!

Dear YOB,  
What hypocnsy! I am of course referring to your News flash that DevTek are bringing onto the market a machine that allows anyone with an Amiga or Megadrive to copy, thereby infringing copy-right on any Amiga game. After all you've said about piracy, surely this piece of hardware is against all you've

spouted off about in the last two or three years!!!  
P Daintry  
YOB: Har, har hardy har! That was an April fool, and you fell for it like the skiddy Y-fronts you are! Yar Boo sucks to you!

## A DELIFERATE MISTALE

Dear YOB,  
I think your mag is fab, brilliant and mega-ace, apart from two mistakes in your 100th issue. The first was you had one letter printed twice on your Mailbag pages. The other mistake was that you mixed up the graphics of Astynax and Klax in your Arcade Action section.  
James Shuter, Birmingham  
YOB: Mistakea happen - look at you, for exampla. Still, console yourself with the fact that you were

amongst only 80,000 people to spot those mistakes. You're part of an elite...

## BIG BORE COMING UP

Dear YOB,  
Right, I'll get straight to the point you grrle nancy. I have just got an Amiga but I have not got any decent games, so you had better get me one or I'll personally come round to C+VG and embed my foot six inches into your skull!  
Jon The Mega Weir 'Ard Punk, E Bedford, Middx  
YOB: Oh dear, I'm really scared. Goash, I'm shaking in my pants. In fact I'm so frightened, I'm going to send you one game for every brain cell you have. So expect no games at all. Mega weir 'ard punk - dead, I bet you poo your bad every night...

And now onto something a little different. A couple of months ago I asked you to send in designs for games you'd like to see - and your ideas literally flooded in. In fact, I've had so many responses I can't fit them all in this month - so if your letter hasn't been printed, take heart - it could be printed next month. Don't forget there are prizes of £100 worth of software for the best and worst ideas - so it's still not too late to enter!

## MUTANT TEENAGE HERO FAN

Dear YOB,  
I am a total and utter Teenage Mutant Ninja Turtles fan, and I have some questions for you

1. Do you know if there are any plans for it to be converted to the Amiga?
2. If so, how much will it cost?
3. Do you know when the film is coming out in England?

4. Please will you tell me anything else at all to do with Teenage Mutant Hero Turtles. Thanks.  
A Mad Turtle Fan, Biddis-ham, Somerset  
YOB: You sound worra than Julian the Ed - ha! a gone completly Mutant Turtles bonkers too!! I asked him your questions

and he says that there's only one Turtles game available - and that's on the Nintendo. Nobody has announced whether they've signed the brilliant Turtles coin-op, but surely someone will - we'll keep you posted. By the way, the film's out later on this year - watch for a special report!

## MORE MAG MAYHEM

Dear YOB,  
I think those dudes from Ocean should make a C+VG game. On the first mission you are Paul Glancey and you have to get Jaz Rignall off a coin-op within a certain



time limit. On the second mission you are a lorry driver working for C+VG and you have to get all the copies of C+VG to the newsgirls in time for the hundreds of fans to buy. And on the third and final level you have to track down Paul Rand (who's had one beer too many at a party) and then blow him to bits before he breathes on everyone and knocks them out. What an ace game, eh!

*Andrew Hartley, Stockport, Cheshire*

**YOB: Chortle, chortle.**

## YOU RANG M'LORD

Dear YOB,  
 In issue 100 I saw a letter from James McAuley about a Neighbours game. Well please, please will you print my letter about a "You Rang, M'Lord" game.

**LEVEL ONE**  
 Guide Mr Stokes around the house, spraying insects until he finds the 201 water shares.

**LEVEL TWO**  
 You are the parlour maid, run-

# REVENGE OF COMPUTER MAGAZINES

Dear YOB,  
 In answer to last month's request for a new computer game, well, I have invented the definitive computer game "Revenge Of The Computer Magazines". All you have to do is get an issue of Computer and Video Games out on time. Sounds easy? Read on...

**LEVEL ONE**  
 Overhead view of Paul Glan-riding a push-bike. Paul has to ride around the streets, looking for the C+VG offices so he can deliver the latest smash hit game for review. He has to avoid cars and pedestrians while throwing collectible bricks and

ning away from the wealthy men who are after a bit of fun.

**LEVEL THREE**  
 Guide Stokes around the pawn shop looking for his lordship's rings and gems, while dodging angry shopkeepers looking for money.

**LEVEL FOUR**  
 Finally you get the chance to

cans at dogs and cats

**LEVEL TWO**  
 You are Julian "Jaz" Rignall, playing an incredibly hard vertically scrolling shoot and collect 'em up. The overall rating depends on how far you get with only one man and your back against the wall, facing invading elian hordes.

**LEVEL THREE**  
 Horizontally scrolling shoot and beat 'em up. As Paul "Trendy" Rand you have to walk about the offices, looking for Andrea. You have to shoot security guards, cleaners, cels and groups of fans as well as finding tea ladies for cups of energy-sustaining tea.

beat up your Lord. I think this game will be a success if you get the right programmers to write it.

*Harvey Wedgbury, Farnham, Stourbridge*

**YOB: I'm sure it would go down a bomb with all three lots of programme...**

**LEVEL FOUR**  
 Overhead view of Andrea's desk and hands. You have to arrange the articles and pages to make the finished magazine.

**LEVEL FIVE**  
 Overhead view of the C+VG delivery van. Drive the van around the city, delivering piles of magazines to newsgirls before they open. Avoid cars, pedestrians and other obstacles. Collect guns, rockets and flame throwers and destroy the vans of rival magazines.

*S. Howland, Steintorth, Doncaster*

**YOB: Nice idea - but you've flippin' well forgotton about me!**

## SUPER QUEEN SIMULATOR

Dear YOB,  
 Is your pulse getting quicker? Is your mouth starting to water? Don't worry, it'll happen to everyone who reads about this great game that I have thought up.

You take the role of the Queen as you drive around in your chauffeur-driven Roller. All you have to do is wave at the huge crowds which line the streets. Different joystick moves create different waves, but if you do a naff wave people get angry and loss rotten food etc. But worst of all, some people blow you to pieces with hand grenades. Sounds exciting, doesn't it?

*Andrew Eley, Chelmsford, Essex*

**YOB: Sounds like a job for those chucklesome Code Meslars lads to me.**

## KILROY

Dear YOB,  
 I have a great idea for a game based on that "cult" early morning show, Kilroy.

**LEVEL ONE**  
 This level sees Robert at home, searching for his script. This will be played as an adventure with Robert wandering around his 250-room house, solving puzzles to get the key which opens the drawer, inside which is his script.

**LEVEL TWO**  
 Having found the script he takes to the road in his Mini. This is the second level where motorists who saw his programme on bed drivers attempt to ram him off the road. Robert presses a button on his dashboard and the headlights pop up to reveal two naffly concealed M80's. Later on in the level he encounters grenade-wielding maniacs. There is a strict time limit for him to get to the studio in time for his show.

**LEVEL THREE**  
 When he gets to BBC TV

Centre he discovers that the studio is under siege by Terrorists who saw his programme on Iantheism. He has to work his way to the centre to where his programme is broadcast, killing terrorists and freeing cameramen who have been taken hostage. He is armed only with his D17 grenade launcher and machine pistol.

**LEVEL FOUR**  
 The next level is a strategy affair, with the programme being broadcast and Robert having to ask certain questions to get the correct response out of members of the audience. When Robert feels that the person has said enough to increase his ratings, he can cut them off in mid-sentence. The idea is to encourage heated arguments to boost ratings.

**LEVEL FIVE**  
 This is a beat 'em up in which members of the audience who disagree with Robert's views decide to beat him up,

Armed only with his microphone he must first take on a vicious old lady and her hand bag, all the way through to the last opponent, a skinhead armed with an incredibly large cup of studio coffee.

**LEVEL SIX**  
 If Robert manages to brave this wizard who saw the programme about magic and, in turn, saw Robert's cynicism by saying it was a load of bollocks, decides to spirit Robert off into space. This follows a shoot 'em up in which Robert must overcome the wizard's powers. When this is done Robert is presented with an award for Best TV Personality and he lives happily ever after. What about that for a chart-busting game?

*Daniel Earnshaw, Blackburn, Lancs*

**YOB: Sounds like a million seller to me. Come on all you lovely software houses - how about making this feb idea into a game?**







# PLAYMASTERS

Tips, tips, glorious tips! And worse lorre we gorre this month - In fact, there are so many tips the pages are literally falling apart with the weight of them. Flip me! Anyway, enough of my verbal diarrhoea. It you've got anything in the way of cheats, POKEs, meps - or anything that you think might help or amuse fellow games players, write to me at: **PLAYMASTERS**, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE,



LONDON, EC1R 3AU. There's a monthly prize of £100.00 worth of software for the best tips of the month - so get writing!



## AMSTRAD

### ARKANOID II

On the opening screen, hold down the Q, W, D and F keys all at the same time, then start the game. Now, a press of the ESC key should warp your ass to the next level. Martin O'Connor of Manchester takes the credit for that tip

### THE UNTOUCHABLES

Martin O'Connor returns with a tip to get troubled Feds through levels with ease. All it entails is typing the magic words, **HUMPHREY BOGART**, into the high score table. Then during play, press all the keys to move up a level.

### GHOSTBUSTERS II

If the first level of this game is giving you gyp George Gillies of Paisley reckons you should pause the action, then type in **AYKROYD**.

When you restart, you will have infinite lives and a spook-proof rope

### FANTASY WORLD DIZZY

Another cheat from George Gillies of Paisley, who recommends you hold down the D, Y, L, A, N and space keys on the title screen. During the game, this lets you make Dizzy disappear just by pressing O, and reappear with a tap of the space bar. Not only that, you can also flip between screens using the Z, X, K and M keys.



## GEMINI WING

Here are the passwords to levels two to eight, as provided by George Gillies of Paisley.

LEVEL 2 - THESTART  
LEVEL 3 - EYEPLANT  
LEVEL 4 - WNAITWALL  
LEVEL 5 - GOODNITE  
LEVEL 6 - SKULLDOO  
LEVEL 7 - BIGMOUTH  
LEVEL 8 - CREEPISH



## SPECTRUM

### HUMAN KILLING MACHINE

Hold down the G and O keys when you start the game and you should find that pressing X will send you forward one level. Gazza from Sunderland discovered that one

### GHOULS 'N' GHOSTS

If you're not making any headway with this game hit the ENTER key to turn the border blue. Not only do you now have a prettier border, you have also switched the collision detection off, making you completely invulnerable to those supernatural sprites. Another one from Sunderland's Gazza

### CABAL

Make things easy for yourself in this game by loading it up and hitting the button on your Multiface. Go to the POKE option and POKE 34822, 24 (for immunity) or POKE 39202, 201 (for smart bombs). Yet another Gazza of Sunderland tip, there



## ST

### SUPER CARS

A tip from an A Nonymous of Somewheresville, here, for this nifty race game. When it comes to entering your name, type in either **NAME**, **ODIE** or **BIGG** for lots of extra cash, etc.

### HARD DRIVIN'

Select a manual gearshift, then start the game and accelerate to top speed. Once you're going flat out, put the gearbox in neutral and you should find it impossible to crash your car into another vehicle! Don't know who that tip's from, but he comes from Penge. Thanks, whoever you are!

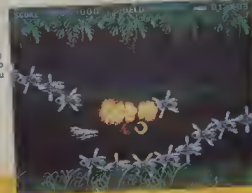
## C64

### BATMAN - THE MOVIE

Like a lot of Ocean's C64 tape games, Batman has that dodgy loader which lets you trick the game into letting you play more advanced levels. If you've never heard of this before, Paul Gregory of Wesham reveals all. Complete the first level of Batman and play the second stage until you've lost all your lives. Now instead of rewinding the tape as the computer says, reset the tape counter on your data-sette, then press space and fire. Now play the tape to load in the fifth level with infinite lives!

### DOMINATOR

During level one, kill yourself then tap the space bar just as your ship is exploding. The screen should scroll to the end of the level, but you can re-enter the action at any point by pressing **SHIFT**, space, then **SHIFT** again. Holding down the space bar during levels two, three and four also makes your ship invulnerable. Thanks to Ben Bond of Brighton for those cheats.



## TURBO OUT-RUN

If you think your Ferrari is too slow, you can transport yourself straight to the next leg of the race just by pausing the game and pressing the ':' (colon) key! Sundeep Ray of Blackburn, take a bow for that tip.

### STRIDER

Steven Franklin of sunny Southend has discovered the cheat mode buried in this neat arcade conversion. After starting the game, press **RUN STOP**, **RETURN**, **RE-STORE** and **INS DEL** together until the border goes grey. Press fire to restart the game then press **F7** and move the joystick up and right. You should then warp to the third level (the jungle) and once you've completed that you'll find yourself on the very last level!

## MEGADRIPE

### SUPER HANG ON

Peter Makinde of Clapton sent in this password which provides \$9,999,999,990 to spend on bits for your bike. Go to the password option then enter this code:

6FF3F546F35564  
FF9SLPIMFJEOGH

(note that that's a zero on the second line, not a letter O) Now go to the parts screen to build a mega-bike!

### CURSE

Another tip from Peter Makinde of Clapton. On the title screen, holding down the **A**, **B** and **C** buttons as well as **START**, lets you access Curse's configure mode.

## PC ENGINE GUNHED

At the end of level one, don't attack the mothership. Just dodge around it for about two minutes and it will self-destruct, leaving you with an



extra 16 lives and 32 smart bombs, plus a load of bonus points! Thanks to Glyn Hughes and Peter Makinda for that tip

## PACLAND

Glyn Hughes of Warwick reckons that, if you give the very first hydrant a shove, Pacman gets a ghost-proof helmet to protect him from sky-diving spooks!

## DUNGEON EXPLORER

Peter Makinda of Clapton sent in this handy 'n' dandy piece of info. Enter this password

DEBDE  
DEBDA

Then press RUN and button I together. The screen will read PASSWORD ERROR, but take no notice of that. Press button II and choose your character.

## SIDE ARMS

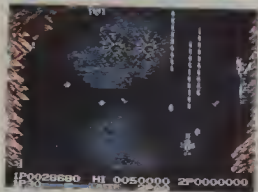
Jamie Morse of Balh discovered how to play this game in slow motion. On the title screen, just press DOWN, I, II and RUN

## CYBER-CROSS

Jamie Morse again. To continue from the stage where you died, pause the game just as you die, then press I, II and DOWN in that order. Then unpause the game, and when you're back on the title screen, press RUN to restart.

## ORDYNE

Jamie Morse yea again. On the title screen, hold down button I until you hear a sound and some Japanese words appear on the screen. Now press RUN to start the game and you will be playing as the girl you're meant to be rescuing. Your ship will have turned orange, and the aliens will now be a lot tougher. If you should finish the game in this mode, don't reset it when you get to the end - leave the



final screen up for about three minutes and you'll be treated to a display of pictures of the game's programmers!

## NINTENDO

### METROID

Peter Makinda of Clapton provided this rather strange password for Metroid. Enter JUSTIN BAILEY at the code entry screen for a surprise Cries!

### IKARI WARRIORS

Some handy hints here, from T Stevens of Dnfield. When you die, you can continue by quickly pressing the B button twice then the A button twice. Keep doing this until your warrior reappears. Also, if you're playing in two player mode but can find only one tank, both warriors can climb in and it will separate into two tanks. The same applies to the helicopters.

### CONTRA

Hagop Mouradian sent in this cheat for the recently-released Nintendo version of Gyrzor. On the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT then START, all before the demo starts. This will give you 30 lives to play with!

### LIFE FORCE

It's Hagop Mouradian to the rescue again, with this 30 extra ships cheat mode. Start the game then press START to pause it. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT, then START. If you're playing in two player mode, do the same but at the end of the sequence, press START before SELECT.

## SEGA

### DEAD ANGLE

A superb tip for this gangster blast from Ian Lindsay and Brian Dempsey of Wishaw in Scotland. Plug both joypeds



into the console, then when the title screen appears push alternately left and right on both pads and you should hear a beeping sound. Keep doing it until the demo starts, then when you can stand it no more start the game and you will be armed with 999 bullets, have up to 24 lives and start on an advanced level (how many lives and which level depends on how long you wiggled the joystick). As well as this, if you push both buttons and one of the top diagonals on the joystick, you will see grenades coming out of the windows!

## ALEX KIDD IN HIGH

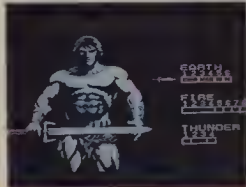
**By Peter Makinde**

If you're having trouble beating the mads at their game, here is the solution, sent in by Peter Makinde

Linda is number one  
Betty is the thinnest.  
Janet is the third from the left.  
Cindy is the third from the right.  
Kate is the fattest.  
The remaining mads is Susan.

## GOLDEN AXE

If one continue isn't enough for you, Peter Makinde has discovered a second to let you play for longer. Hold the directional pad in the top left corner, then press and hold buttons one and two.



## WONDER-BOY III

If you want to see the end of the game without even breaking into a sweat, type in this password.

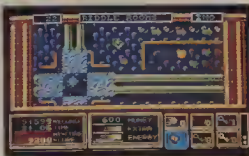
### WEST ONE

(J)h(a)s a five, not an (S)  
Then as soon as the game starts go to the room under the shop, and hit the block just above and to the left of the door you came through. Pick up the question mark and a door appears, leading to the changing room, where you can select your character by jumping on a block. Change into Lion Man then go to the top of the tower in the village and jump onto the bottom step. Press up on the joystick and you should appear outside the Vampire Dragon's chamber. Now all you have to do is defeat him and you've finished the game. Thanks to Allen Swinbank of Stockton-on-Tees and Matthew Doughty of Barnet for those tips.

## AMIGA

### BEVERLY HILLS COP

Christopher Hartley of Hitchin reckons that if you click past the High Score table and go on to the difficulty select screen, then type in **MELLIE**, you should be able to access all the different subgames.



## R-TYPE

Type in your name as **SUMITA**. (don't forget the full stop) and you should now be able to play with Infinite lives. So says Chris Hartley of Hitchin.

## GHOULS 'N' GHOSTS

When Jonathan Kirk of Cheltenham is having problems with this game, he types in **KAREN BROADHURST** to give himself infinite lives. Perhaps you'd like to do the same. I know I would.

## ROCK 'N' ROLL

Another of Matthew Kemp's discoveries was the cheat mode in this spiffy rollout. When the game asks your name, type in **RAINBOW ARTS** and when the game starts you can collect different pickups just by pressing keys F1 to F8. Additionally, pressing F9 increases the depth of the map, F10 puts you on the next level and keys 1 to 4 provides keys of different colours. For something really special, enter your name as **COUNTRY** to activate the jukebox!

## DENARIS

Giles Bradley of Swarnick has discovered how to activate the training mode in this ageing, yet nifty, blast. Just press **Z** after the game selection, then plug the mouse into the second joystick. Giles Bradley of Swarnick has discovered how to activate the training mode in this ageing, yet nifty, blast. Just press **Z** after the game selection, then plug the mouse into the second joystick port and hold down the right mouse button while the rest of the game loads.

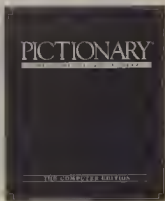
## FIGHTER BOMBER

Matthew Kemp of Gillingham discovered that if you enter your name as **BUCKAROO**, the words "Oh no! A Buckaroo" appear at the bottom of the screen. And just by coincidence, this also puts the game into cheat mode, allowing you to start the game on any mission, and also transport your plane directly to the next waypoint just by pressing the D key.




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# HIGH SCORES

Welcome once again to the Official UK Highscore Table, where top players register the records the rest of the country have to beat. All scores are checked by a panel of experts before they're included - so if you're a record breaker make sure you note down your score correctly because any discrepancies will result in disqualification from the tables. Send your scores, on postcards or sealed-down envelopes only, to: **UK HIGHSCORE TABLE, C-VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

## SEGA

**ACTION FIGHTER**  
8,753,400 Jay Brown, Banbury, Oxfordshire

**AFTERBURNER**  
71,404,100 Kenneth Rorie, Craigshill, Livingston

**ALEX KIDD (LOST STARS)**  
1,284,500 Dennis Watts, London

**ALTERED BEAST**  
570,900 Hywel Davies, Maeshen, Gwent

**AMERICAN PRO FOOTBALL**  
111-0 Alan McPherson, Giffnock, Glasgow

**ASTRO WARRIOR**  
1,270,200 Daniel Gieffarth, Tamworth, Staffs

**ATZEC ADVENTURE**  
266,400 Peter Remdine, Stafford

**BANK PANIC**  
938,600 Tony Holdford, Colchester

**BLACK BELLY**  
4,260,158 Harry Webb, Glasgow

**BLADE EAGLE 30**  
89,000 Richard Bell, Beddington, Surrey

**BOMBER RAO**  
1,118,700 M G Baker, E Grinstead, W Sussex

**CALIFORNIA GAMES**  
HALFPIPE: 87,520 Hywel Davies, Maeshen, Gwent

**FOOTBAG**  
139,930 Stefan Barton, Manchester

**SURFING**  
9.5 Adam Took, Leeds

**SKATING**  
4820 Stefan Barton, Manchester

**BMX**  
154,950 Oriel Curley, Ancoats, Manchester

**FLYING OISK**  
1700 Anthony Lewis, Halesowen, W Midlands

**CASINO GAMES**  
PINBALL: 492,270 Karl Marsh, Oldham, Manchester

**CHOPFLUTER**  
1,400,000 Kenneth Rorie, Craigshill, Livingston

**DOUBLE DRAGON**  
819,460 Andrew Jackson, Jarrow, Tyne & Wear

**FANTASY ZONE**  
109,648,000 M G Baker, Ginstead, Sussex

**FANTASY ZONE II**  
9,541,980 Jon Evans, Walsall

**GANGSTER TOWN**  
605,760 Hywel Davies, Maeshen, Gwent

**GLOBAL OFFENCE**  
541,160 Anthony Houli, Walsall

**GHOST HOUSE**  
1,388,500 James Denham, London

**GREAT BASEBALL**  
22-0 Robert Gammoh, Bedford

**GREAT BASKETBALL**  
60-0 Stewart Cole, Nanborough, Leics

**GREAT GOLF**  
70 Alan McPherson, Giffnock, Glasgow

**HANG-ON**

8,553,264 Euan Matheson, Rosefire

**KENSEIEN**  
558,400 Paul Houghton, Dorset

**MY HERO**  
14,978,820 Hywel Davies, Maeshen, Gwent

**OUT RUN**  
54,818,580 Iain Gentry, Helmingdon, Mids

**PEQUIN LANE**  
Level 22 Steven Gemmell, Hereford, Mids

**POWER STRIKE**  
65,440,300 Paul Stokes, Aberdare

**PRO WRESTLING**  
553,500 Lee McNaughton, Chesham, Herts

**QUARTET**  
3,170,810 Gareth Williams, Bristol

**RAMBO III**  
86,050 Neil Kelly, Islesworth, Middles

**RAMPAGE**  
851,000 David Adkins, Norwich

**RABBIT**  
1,400,320 James Bodine, Southend, Essex

**RESCUE MISSION**  
574,000 Martin Fox, Beeston, Beds

**R-TYPE**  
7,499,300 Hywel Davies, Maeshen, Gwent

**SAFARI HUNT**  
6,017,000 Gareth Clark, Banbury, Oxon

**SECRET COMMANDO**  
3,315,000 Julian Lloyd, Leamington

**Space Wars**  
SHINOBI

1,321,000 John Moulding, Sunderland

**SPACE HARRIER**  
45,144,160 Matthew White, Oldbury, W Midlands

**SPACE HARRIER 30**  
17,214,740 Matthew Horne, London

**THUNDERBLADE**  
2,680,000 Steven Rubbery, Oudley, W Midlands

**VIGILANTE**  
163,700 Gareth Clarke, Banbury, Oxon

**WONDERBOY (MONSTERLAND)**  
10,509,590 William Wong, Nt Stockport, Cheshire

**WONDERBOY II**  
350,100 Wai-Yin Man, Brighton, E Sussex

**WORLD SOCCER**  
33-0 Peter Garrett, Knafoord, Cheshire

**WORLD II**  
1,025,900 J Cunningham, Sevenoaks, Kent

**MEGADRIVE**

**ALTERED BEAST**  
2,209,900 Joel Cullen, Hants

**FORGOTTEN WORLDS**  
571,300 Paul Stokes, Aberdare, Wales

**GHOULS AND GHOSTS**  
118,480,000 Steve Adams, Cornwall

**GOLDEN AXE**  
229,000 Matthew Davidson, Croydon, Surrey

**RAMBO III**  
893,550 Matthew Davidson, Croydon, Surrey

**SPACE HARRIER II**  
26,510,700 Christopher Giles, Ashford, Kent

**SUPER HANG-ON**  
Beginner: 36,280,720 Glen Williams, London

Junior: 36,177,880 Glen Williams, London

Senior: 30,810,000 Glen Williams, London

Expert: 51,872,300 Glen Williams, London

**SUPER SHINOBI**  
1,374,200 Wal Lin Man, Brighton, Sussex

**THUNDERFORCE II**  
1,493,060 Joel Cullen, Hants

## NINTENDO

**BALLOON FIGHT**  
715,150 Tom Wennberg, Halmstad, Sweden

**CASTLEVANIA**  
269,000 Lee Williams, Bristol

**DUCK HUNT**  
1,244,000 Danny Stevens, Stratford

**GOLF**  
65 Tom Wennberg, Halmstad, Sweden

**ICE CLIMBER**  
917,000 Tom Wennberg, Halmstad, Sweden

**KUNG-FU**  
1,221,500 Rex, Helsingborg, Sweden

**GHOSTS AND GOBLINS**  
105,700 Iain Bowden, Beersden, Glasgow

**GRAB**  
1,867,000 John Rignall, C-VG

**OPERATION WOLF**  
363,020 Roy Gray, Exton, London

**PRO-AM RACING**  
305,692 M C Warlock, Plymouth

**RUSH 'N' ATTACK**  
1,203,700 Paul Stokes, Aberdare, Wales

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9,999,990 David Hiltboise, Workington

**SUPER MARIO BROS II**  
Stage 7-2 Danny Stevens, Stratford

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175,000 M C Warlock, Plymouth

## GAMEBOY

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682,440 Gas Goumas, Athens, Greece

**TETRIS**  
311,827 Gareth Harper, Co Londonderry, N Ireland

## PC ENGINE

**ALIEN CRUSH**  
110,301,300 Steve Creasey, Dorking, Surrey

**ALTERED BEAST**  
576,900 Anthony Bird, Cheshire

**BLOODY WOLF**  
1,084,100 Salma Sims, Southall, Middlesex

**CHAN AND CHAN**  
1,519,500 William Wong, Nt Stockport, Cheshire

**DEEP BLUE**  
201,930 Steve Creasey, Dorking, Surrey

**DRUNKEN MASTER**  
999,999 Bryan Servante, Slieveage

**DRAGON SPIRIT**  
1,162,372 Andrew Dowling, London

**FANTASY ZONE**  
118,480,000 Gareth Harper, Co Londonderry, N Ireland

**GALAGA 88**  
1,436,480 Bryan Servante, Slieveage

**GUNNED**  
14,067,610 Rolf Simonetta, Oerli, Switzerland

**LEGENDARY AXE**  
3,876,260 Dave Rose, Boreham Wood

**NINJA WARRIORS**  
227,250 Anthony Bird, Cheshire

**OROVINE**  
266,710 Danny Bannister, Streatham, London

**P-47**  
1,116,300 Steve Creasey, Dorking, Surrey

**R-TYPE**  
973,300 Onn Lee, Nottingham

**PACLANO**  
1,113,100 Graham Prior, Sharnfield, Renshaw

**ROCK ON**  
39,228,400 Rex, Helsingborg, Sweden

**R-TYPE II**  
162,200 Rex, Helsingborg, Sweden

**SIGMA**  
191,500 William Azzoug Spalding, Lincoln

**SON SON II**  
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**SPACE HARRIER**  
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**SUPER WONDERBOY**  
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**TWIN HELL**  
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**VICTORY RUN**  
119,235 Seamus Baines, Southall, Middlesex

**VIGILANTE**  
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**C64**

**ALTERED BEAST**  
356,400 C Maddocks, Kilmarnock, Sheffield

**ARKANOID**  
49,635 C Maddocks, Kilmarnock, Sheffield

**564,800 Graham Gurgan, Co Down, N Ireland**

**ARMALITE**  
35,511,100 Ousaf Sjabolm, Saudi Arabia

**BATMAN - THE MOVIE**  
612,250 Gaspart Armand, Belgium

**BOMBERMAN**  
326,060 Jack Howarth, Falsworth, Manchester

**BUSTEROIDS**  
3,562,950 Graham Gurgan, Co Down, N Ireland

**BUBBLE BOBBLE**  
8,241,420 Kevin Killen, Romford, Essex

**CABAL**  
243,794 Gareth Meney, Strathclyde, Scotland

**DALEY THOMSON'S SKATCHELLENGE**  
10,670 Tony Rapp, Helsinki

**DEARNS**  
417,700 Carl Pattinson, Walsall, W Midlands

**009 NINJA II**  
760,000 Matthew Hill, Adelaide, Australia

**GREAT GIANNI SISTERS**  
120,530 Gaspart Armand, Belgium

**IK+**  
588,000 Ste Mailey, Liverpool

**LAST NINJA II**  
899,999 Andie Hastings, Australia

**MICKY MOUSE**  
562,650 Daniel King, Manchester

**NEW ZEALAND STORY**



# HIGH SCORES

3,415,800 Luke Hetherington, Yeovil  
**OPERATION WOLF**  
 1,000,300 B Herdcastle, Cranleigh,  
 Surrey  
**PACMANIA**  
 1,950,260 Mark Herrin, Highgate,  
 London  
**POWERDRIFT**  
 Course B: 880,290 Steven Ball,  
 Romford, Essex  
**RANBO II**  
 962,400 Wollman O, Nelson, Lancs  
**RENEGADE III**  
 79,995 Jukka Pire, Finland  
**ROBOCOP**  
 1,950,000 Scott Langford, Redcar,  
 Cleveland  
**R TYPE**  
 678,950 Luca Ceccarelli Tiril, Italy  
**SALAMANDER**  
 303,400 David Leitch, Milton, Glas-  
 gow  
**SILKWORM**  
 1,258,900 Christer Bjorkman, Fin-  
 land  
**TEST DRIVE II**  
 203,850 Paul Warwick, S Victoria  
 Australia  
**THUNDERBLADE**  
 2,044,190 J M Cleiton, Rytton,  
 Tyne & Wear

**ST**

**AFTERBURNER**  
 627,731,450 Desmond Williams,  
 Bearsden, Glasgow  
**ALIEN SYNDROME**  
 935,800 Andrew Stimp, Port  
 smouth, Harms  
**ALTERED BEAST**  
 473,000 Gary Lew, London  
**ARCADE**  
 730,390 Julien Rignall, C+VG  
**ARKANOID II**  
 525,650 Jesper Jardon, London  
**BALL**  
 267,450 Jan Dobrodumov, Brad-  
 ford W Yorks  
**BACKLASH**  
 1,450,800 James Boyd, London  
**BEYOND THE ICE PALACE**  
 199,430 Richard Jeffries, Hadden-  
 ham, Bucks  
**BLASTERBOTS**  
 7,473,325 Richard Hutton, Horwich,  
 Bolton  
**BLOOD MONEY**  
 340,000 Chris Hall, Houghton-Le-  
 Spring, Tyne & Wear  
**BUBBLE BOBBLE**  
 6,345,720 Colin Tracey, Colchester  
**BUGGY BOY**  
 107,340 Colin Tracey, Colchester  
**CONTINENTAL CIRCUS**  
 3,555,370 Neil Evans, Cheltenham,  
 Gloucestershire  
**DRAGON NINJA**  
 111,120 Philip Hogg, Liverpool,  
 Merseyside  
**DYNAMITE DUX**  
 562,500 Alex Ware, Sheffield  
**ELIMINATOR**  
 4,240,730 Colin Tracey, Colches-  
 ter, Essex  
**EMPIRE STRIKES BACK**  
 550,165 Ian Pinder, Pudsey  
**FLYING SHARK**  
 4,283,920 Neil Evans, Cheltenham,  
 Gloucestershire  
**FORGOTTEN WORLDS**  
 59,300 Timothy Hodges, Peterbo-  
 rough, Cambs  
**GHOULS AND GHOSTS**  
 9,995,083 Andrew Dowling, London  
**IK+**  
 243,500 Andrew Newton, Wigan  
**IKAR WARRIORS**  
 77,550 Craig Sutcliffe, Scone,  
 Scotland  
**INDIANA JONES ARCADE**  
 14,100 Tim Beer, Sharnham, Lon-  
 don SW16  
**LED STORM**  
 806,950 Richard Drive, London

**LICENCE TO KILL**  
 82,430 Timothy Hodges, Peterbo-  
 rough, Cambs  
**NEW ZEALAND STORY**  
 670,475 Stephen Simpson, Otley,  
 W Yorks  
**OPERATION WOLF**  
 500,400 David Chung, Leeds, N  
 Yorks  
**OUTRUN**  
 54,677,930 Gerald Evans, Machyn-  
 lech, Denbigh  
**PACLAND**  
 217,526 A Redream, Huddersfield,  
 Yorkshire  
**PAPERBOY**  
 1,050,100 Ian Cummin, Birmingham  
**POWERDRIFT**  
 1,484,429 Philip Hogg, Liverpool,  
 Merseyside  
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 103,643 Philip Waze, Bradford, W  
 Yorks  
**RETURN OF THE JEDI**  
 206,911 Andrew Smart, Rosen-  
 oide, Lancs  
**ROBOCOP**  
 401,220 Aaron Kramer, Morayshire  
**R TYPE**  
 523,220 Horness Spencer, Red-  
 dish, W Yorks  
**SIDE ARMS**  
 2,050,800 Stu, Melton Mowbray,  
 Leics  
**SPACE HARRIER**  
 6,143,100 Ben Key, Sheffield  
**STARGLIDER II**  
 529,590 Stephen Simpson, Otley  
**STAR WARS**  
 2,684,696 Stephen Simpson, Otley  
**STAR WARS**  
 3,696,999 Andrew Dowling, London  
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 3,415,671 Paul Lomas, Carnock,  
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 ter, Essex  
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**AFTERBURNER**  
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 land  
**BARBARIAN II**  
 676,753 Daniel Spangars, Gress-  
 endam, Holland  
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 burg, Holland  
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 315,260 Stu-Tony, Chelmsford,  
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 ter, Essex  
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 37,450 320 Colin Tracey, Colches-  
 ter, Essex  
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 107,150 David Pocock, S Croydon,  
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**POWERDRIFT**  
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 174,370 Petri Nissi, Finland  
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 mond, Surrey  
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 ton, Kent  
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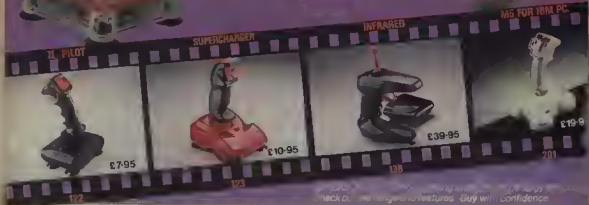
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# COMPETITION RESULTS

Here are the results to the comps held in the March issue of C+VG. The Mega comp claims are still coming in, and all are sent direct to US Gold. If you've made a claim, expect your prize to be delivered in the next six weeks.

## MARCH HOTLINES

### LINE ONE

We're gonna take you to the zoo tomorrow...  
Roger Henderson, Huntingdon, Cambs

### LINE TWO

A heap of software (£150.00 worth to be exact) is currently being delivered to...  
S Jamee, London, SW11

### LINE THREE

Who won the Sega Megadrive? Well, the lucky person is...  
Graham Smith, Shrewsbury

### LINE FOUR

Six Code Masters CD-ROM games were up for grabs on this line - and the winners are...  
Kevin Brownslow, Stevenage, Herts  
Mark Fredrickson, Chaater  
Geraint Powell, Swansea, Mid Glam  
William Day, Braintree, Essex  
P Clinton, Leeds  
Steve Harris, Edinburgh

## THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

NAME.....  
ADDRESS.....  
.....  
TEL NO.....  
GAME.....  
SCORE.....  
GAME.....  
SCORE.....  
GAME.....  
SCORE.....



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Amiga  
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Amstrad Disc  
IBM  
Spectreum Disc and Cassette



**P**rove your birthright through strategy and strength. Amaze the town with your superior archery, arm-wrestling, sword-play, and die-throwing skills. Ultimately, you must build a following that not only respects you, but will go to war for you!

**T**ake charge. Prove you are **IRON LORD**: The Crusader of Justice! You owe it to your homeland. Your father, and most of all, to the future of your kingdom!

You are alone... a single warrior in a country of traitors, spies and assassins. You are unknown... the forgotten son of the dethroned king. Can you recover the throne? Only a true Crusader of Justice could succeed at such a feat. Deceit and treachery abound!

## ACTION

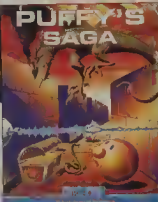
Atari ST  
Amiga  
C64 Disc and Cassette  
Amstrad Disc and Cassette



### "DON'T GET PUFFED OUT..."

That's the challenge in this addictive arcade-style game.

- **Avoid the enemies...** Ghosts, Acid Puddles, Flying Dragons, and Snakes lurk around each corner
- **Choose your character:** Puffy is powerful, but Puffyn has speed!
- **Explore twenty different levels** and settings, each offering passageways filled with demons.
- **Race through the mazes** quickly or accumulate points by each level in full.
- **Enjoy the colorful graphics** and entertaining sound effects.



## SPORTS...

Atari ST  
Amiga  
C64 Disc and Cassette  
Amstrad Disc and Cassette  
Spectreum Disc and Cassette

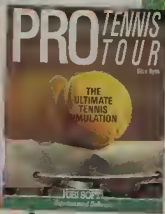


Atari ST  
C64 Disc  
Amstrad Disc and Cassette

**S**kate Wars the sport of the future, combines the skills of soccer with the thrills of Rollerball, played in a space age ice stadium! Lead your team to victory through a series of deadly hazards, crevasses, ramps, jumps, all while competing against the ruthless tactics of your opponents. You'll have to play dirty to win. Maim, trip, push, and shove... show no mercy. Only the brave win, or even survive!



Screen shots represent Commodore 64 and Amiga versions. Screens may vary. Amiga is a registered trademark of Commodore/Amiga, Inc.



**C**ompete against your friends, even if they aren't international! Amaze the grandstand with an instant replay in 3D animation. More than 300 animations with zoom effects.



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**R**ush the net with confidence, knowing you can strategically place your next return. Feel the excitement build as you challenge your next opponent and make your way to the top!

**T**ravel around the world and play at four international tournaments. Test your abilities on grass, clay or cement courts.



► C64 AMIGA

REVIEW

# HAMMERFIST

BY VIVID IMAGE

Tense? Nervous? Headache? If your poor old bod is getting you down why not ditch it, stick your mind into electronic storage and let a holographic body keep up appearances?

I'll tell you why not. The electronic gubbins is always breaking down and losing track of its occupants, and this is just what's happened to Hammerfist and Metalist. They're annoyed to find that they now have to share one hologram, so they decide to smash the powerful mind storage corporation and its unscrupulous leader, The Master.

Luckily, having two people in one body is pretty handy in these situations. When a bit of running around or jumping is essential to the quest, you can switch the hologram into the form of either Metalist (an agile woman with a mean kick), or Hammerfist (a meaty bloke with a laser-firing jackhammer-hand).

The Master's complex is made up of 128 screens, all packed with his technicians and robots programmed for defence. These villains constantly assail our heroes, draining their energy while they bash up security consoles to open the way to the next room.

▼ Hammerfist



C+VG  
HIT!

▼ Zap the nasty vegetable on the 64 version.



Bashed baddies drop sparkling fizzles which recharge Hammerfist's piston paw and his supply of laser shots, as well as replacing both or either player's lost energy. If both Metalist and Hammerfist run out of energy, then they cease to exist in a rational sense and the game is over.

## UPDATE

Versions are coming for ST (£24.99) as well as Amstrad and Spectrum (both £9.99). Fundamentally, they will be no different from the versions reviewed above.



C64  
£9.99

The first thing that strikes you about Hammerfist is the very complex control system which requires a variety of joystick movements accompanied by double and even triple fire button presses(!). Initially, it all seems a bit too much, but persevere for a ten minutes or so and you soon get into the swing of things. Once you get stuck into the gameplay Hammerfist becomes very enjoyable. The combination of two different characters in one works very well, and the action is satisfyingly destructive, though, if I were to quibble I would say the continuous need to collect energy makes progress slow. Still, I suppose that makes the enjoyment last even longer. Marvellous graphics, marvellous sounds, marvellous gameplay. In a word, marvellous.

PAUL GLANCEY

AMIGA  
£24.99

Programmed by Andrew Bond, the Amiga version sports impressive graphics and sound (with four selectable in-game soundtracks no less!), but gameplay remains exactly the same, right down to the weirdo controls. Still, any arcade fans would do well to check this baby out.

OVERALL 88%

GRAPHICS 90%  
SOUND 83%  
VALUE 86%  
PLAYABILITY 87%

OVERALL 87%



# REVIEW

ESTABLISHED

# ESCAPE FROM



YOU HAVE BEEN SELECTED  
AS A MEMBER OF AN  
INTERPLANETARY SQUAD TEAM



PLANET X: A SYNTHETIC  
INDUSTRIAL PLANETOID



HAS BEEN  
TAKEN OVER  
BY THE EVIL  
REPTILIONS!



THE REPTILIONS HAVE ENSLAVED  
THE HUMANS STATIONED THERE



THEY ARE BEING FORCED TO CREATE  
AN EVIL ROBOT ARMY DESTINED  
TO DESTROY EARTH!



BY DOMARK

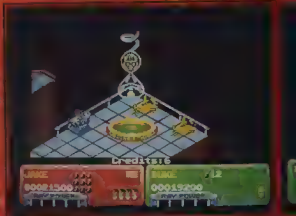
The evil Reptilions, the smallest alien race in the universe, have invaded the colony on Planet X and have enslaved all the humans - including Earth's brilliant (and most beautiful) scientist, Professor Sarah Jurn! All the captives are being forced to make a robot army which the Reptilions I tend to use to invade Earth!

Jake and Duke, two hard interplanetary commandos and Reptilon disposal specialists, have been lumbered with the job of kicking zard butt and sending them back from whence they came. So stopping only to pick up a couple of upgradable laser guns and a cache of megabombs, off they fly to Planet X.

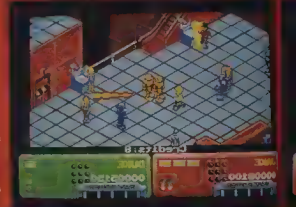
The Planet is split into 11 huge torped-perspective 3D areas. Each is packed with enslaved humans and teeming with Reptilon robots which attempt to bash and blast the heroes and wear down their energy bars - destroy them before they get...

Humans are rescued when touched (they can also be shot, so be careful with those lasers), and when all on that level have been saved, you can head for the port-o-matic exit which leads to the next screen.

At the end of every level



▲ The end of the level, and Duke gets sucked up the Port-o-matic. ▼ Duke provides covering fire while Jake rescues the humans.



# OF THE ROBO



# FROM THE PLANET



▲ Yuki Duke is impeded on the oscillating spike-o-tron.  
▼ Ride the *Monstrosity* to the next level.



# OF THE MONSTERS

either inside a Repticon or a Canal Maze ride, the former is a battle between you and a giant Robot Monster, the latter is simply destroy him before he stomps you. The Canal Maze ride is a speedy race through a maze in a boat, where you have to find the exit before the time expires to earn

If you manage to battle all the way through to the final boss, you confront the chief of the Robot Monsters, and he is one b-i-g. If you son-of-an-alien if you blast this slimy sucker, Planet X is saved. Fail, and you'll use your thigh-bones as



## UPDATE

We've seen an early demo of the Spectrum version and it's looking very good indeed. Amstrad and C64 versions are coming soon - we'll keep you posted in the Updates section.

## REVIEW

AMIGA

£24.99

The graphics are identical to the ST version, the tunes is miles funkier and there's sampled speech too! A superb coin-op conversion which should be put at the top of your shopping list.

OVERALL 94%

ST

£19.99

With superb introductory screens which are just like a cheesy old 50's B-movie, *Escape From the Planet of the Robot Monsters* is brilliant from the start. The action is really hectic, with loads of frantic running, dodging and blasting required to stay alive. And of course, in all this maniacal mayhem you've got to be careful not to accidentally blow up the people you're supposed to be rescuing! The graphics are simply marvelous, with many brilliant little touches giving the game a really wacky feel - just watch what happens, for example, when you walk off the edge of a platform, or get caught on spikes! The demantled pounding soundtrack also deserves a special mention - it's great and fits the action perfectly! *Robot Monsters* is slick, humorous, graphically brilliant and ultra-playable - miss it and you deserve to be fed to the Repticons!

JULIAN RIGNALL

GRAPHICS 94%

SOUND 94%

VALUE 90%

PLAYABILITY 96%

OVERALL 94%



BRITAIN'S BIGGEST SELLING SPORTS HIT  
IS ABOUT TO HIT THE WORLD

# FOOTBALL MANAGER

## World Cup Edition



1982, Kevin Toms wrote *Manager*, six years (and a million copies sold) later, Kevin went one better and produced *Football Manager 2*. A response to the ideas of thousands and thousands of Football Manager fans for an improved game, *Football Manager 2* has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans but creating new ones.

With the success of *Football Manager 2*, have come more suggestions for an even better game. Kevin has responded with *'Football Manager: World Cup Edition'*, a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them a game that will better the best.

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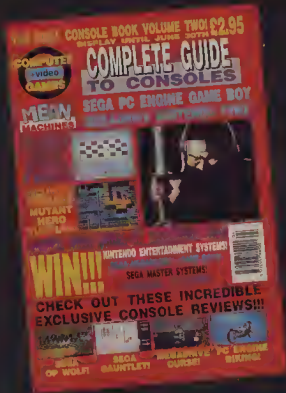
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## DYNASTY

BY US GOLD



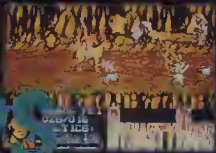
▲ Shang Fei gets down to some brandishing with his Snake Halberd

The scene is mid 16th century Japan. Two powerful dynasties, the evil Kai clan and the good Han family, are locked in a tremendous power struggle. War has been raging for weeks and things are looking grim for the Han dynasty. Desperate measures have to be taken...

Enter the player as one of four key Han fighters - either Lui Bei, Kuan Yu, Shang Fei or Shao Yun. What you've got to do is get on your horse and ride a suicide mission straight at the Kai army, break through their ranks then kill all their generals. This involves hacking and slashing your way through horizontally scrolling landscapes packed with foot soldiers, avoiding their swords and arrows to keep your energy bar healthy, confronting the general at the end of each level and wearing down his energy bar with repeated sword or lance strikes before he does the same to you.

As you travel further into the game the generals become tougher and tougher, and there are also war machines to destroy, rock falls to dodge, and energy-sapping fireballs to ride around. This mission is a tough one - but if you succeed and kill all the generals, the Kai army will be in complete confusion, allowing the Han forces to easily sweep to victory. Failure, though, means an end to your dynasty.





...at shows no mercy with his pointy stick.



ST

£19.99

I liked this game a lot in the arcades, and I'm pleased to see that this conversion retains the coin-op's great playability and presentation. At the start of the game, where you pick the member of the Han family you want to play, there are some beautifully drawn static screens. In the game itself the tiny soldier sprites are really nicely drawn and animated, and the main horse sprits are excellent. The action is pretty tough, and at first it seems like there are just too many foot soldiers and archers to cope with - and the generals certainly take a lot of beating! However, practice makes perfect, and after a while you're soon sweeping through the ranks scattering soldier-like ninjas - which is great fun! Dynasty Wars is a slick, graphically brilliant and very playable game which offers an unusual twist on the beat 'em up theme. It won't be everyone's cup of tea, but it's well worth checking out.

**JULIAN RIGNALL**

## UPDATE

We've seen early demos of the Spectrum and C64 versions, and both are looking good, particularly the Spectrum, which has some marvellous monochromes graphics. An Amstrad version is on the way, but nothing has been seen of that yet. Amiga Dynasty Wars is coming along nicely, and will feature improved graphics and a great soundtrack.

GRAPHICS	91%
SOUND	83%
VALUE	80%
PLAYABILITY	87%
OVERALL	85%





▲ Wake the sleeping troll and you'll be sorry!

Thor's no fan of rotting stonies. ▶

BY FIREBIRD

# FIRE & BRIMSTONE

Being a Norse god was never easy for Thor, what with all those drenchings in rain clouds and only a hammer for a best mate. Things have taken a downward turn now, though, as his fellow deities have volunteered him to take on the massed forces of the fiendish goddess, Hela, which are rising up through Midgard to the very walls of Asgard itself.

At the start of the game, Thor leaves his country cottage and sets off across five flip screen, platform worlds. To finish each level he has to collect four sections of a key,

which are scattered hither and thither amongst the screens. Out to stop him, of course, are all of Hela's demons, dragons, ghosts, skeletons, witches, ogres and even mutant gravestones and supernatural water droplets.

Unfortunately, the silly god has left his favourite weapon,

Mjolnir the hammer, at home, but he can see off attacking nasties with his lucky mace and magic fireballing capabilities. Other weapons are available en route, as are magic potions providing bridges over obstacles, extra jumping ability, lightning smart bombs and illumination in dark rooms.



## UPDATE

An Amiga version is in the pipeline, and as usual it should feature better graphics and sound. No other versions are planned.

ST  
£24.99

At first glance the platform shoot 'em up action and terrific graphics make this look like a terrific Ghosts 'n' Ghosts clone. If only programmer Steve Bek had left it at that, but instead he's added puzzle elements which make the gameplay very frustrating. There are hidden deathtraps everywhere and they act so quickly that you get no time to escape disaster. That would be frustrating enough, but the randomness of the potions can also work against you. For instance, by the fifth screen on level one you should have picked up three potions, but if the game hasn't made one of them a bridge potion, you might as well reset and start again because there's no way to continue beyond that screen! If you create a bridge you can continue to screen six, but if you die there, the game sends you back to screen five which is now impossible again because the bridge has disappeared! There's an awful lot to Fire and Brimstone and the game looks superb, but you'd have to be endowed with superhuman gameplaying powers and a lot of luck to fully appreciate its merits.

PAUL GLANCEY

GRAPHICS	88%
SOUND	69%
VALUE	72%
PLAYABILITY	70%
OVERALL	70%



WELCOME TO THE FIRST NEW AGE COMPUTER GAME...

# E-Motion

C+VG  
95%

An astounding game that no self-respecting gamer should be without  
Paul Kent

92% **THE**  
he

"E-motion is a work of genius—simple, fun, and addictive!"  
Clay Perry

Take it easy. E-MOTION is here to entertain, not enrage, to expand your mind, not to explode it. E-MOTION (E is for Einstein) takes you to a world outside the stress and tension of the 1990's, a New Age. Here you can play to win or simply to enjoy the ever-changing kaleidoscope of multi-coloured puzzles and infinite patterns. E-MOTION is for everyone who likes to win, but also wants to see the 21st Century!

- 50 levels including 3 types of bonus level
- Unique ray-traced graphics (16 bit only)
- 4 channel sampled sound (16 bit only). Ad lib card compatible.
- Simultaneous 2 player option.
- Realistic elastic moulding of motion.
- 32 colours (Amiga)
- Hidden secret bonus

CBM 64/128  
& AMSTRAD  
CASSETTE & DISK  
SPECTRUM 48/128K  
CASSETTE

ATARI ST  
AMIGA  
IBM PC  
+100% COMPATIBLES

THE GAME THAT DOES FOR COMPUTERS  
WHAT EINSTEIN DID FOR PARTICLE PHYSICS!

U.S. GOLD!





## RODNEY'S WINTER WONDERLAND

Mission control, so to speak. Here, up to four players can sign in, and you can choose whether to practice, or compete in some or all of the events.



## DOWNHILL BLITZ

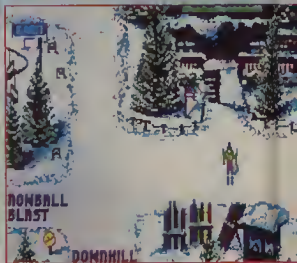
Whizz down the vertically scrolling screen, trying to stay on the narrow, twisting track and jumping over hazards for extra points - all against the clock. One feele move and...  
aaaaagggghhhhi



## SNOWBALL BLAST

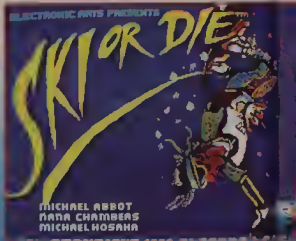
You're holed up in a snow-bunker in the park armed only with a snowball splurge-gun - and all the local kids are out to get you! Aim with your sights and snowball as many as possible before the timer expires!

# SKI OR



▲ Choose your event outside Rodney's place.

▼ Nifty opening graphics, eh?





# SNOWBOARD



**C+VG  
HIT!**

## UPDATE

Electronic Arts were a bit limp and feeble when we asked them about other versions, and they said that there's a slim possibility of C64 and Amiga versions later this year. Are they mad? Ski or Die is brilliant and should be out on all machines! So get a ruddy move on with it!!!

**PC  
£24.99**

Some multi-event sports simulations are just a collection of superficial games with the emphasis on quantity, not quality. Not Ski or Die. As well as being fun to play, all five events have plenty of depth and are all challenging and enjoyable games in their own right. My particular favourites are the brilliant Toobin'-Inspired Innertube Thrash (which is great fun in two-player mode - it's impossible not to scream and shout at your opponent, especially if he or she punctures your toob) and the marvellous Operation Wolf-style snowball blast. None of the events are easy to master, and there's loads of scope to constantly improve your scores (and get them on the auto-save record table)! The graphics are brilliant, with superb attention to detail - just watch what happens when you blast a snowballer in the face at close range, for example. Ski or Die is by far the best sports game available on the PC, and the best thing of all is that you don't need a top-of-the-range PC to appreciate it!

**JULIAN RIGNALL**

GRAPHICS	91%
SOUND	81%
VALUE	87%
PLAYABILITY	93%
<b>OVERALL</b>	<b>90%</b>



## ACRO AERIALS

Slide down the short slope, launch yourself into the air and perform as many aerial stunts as possible. The more complicated and spectacular they are, the more points the judges will award you.



## INNERTUBE THRASH

It's you versus toadish Lester in this one or two-player duel! Slide down a huge slippery slope in an inflated innertube and pick up darts and Stanley knives so you can slice your opponent's tube! Better still, bump him off the course! Just make sure you're first across the finish line!

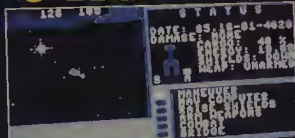


## SNOWBOARD HALFPIPE

Grab your snowboard and surf down a long 3D snow half-pipe doing as many tricks as possible within the time limit. But watch out for chainsaw-wielding bunnies - who'll slice you down if you go anywhere near them!



# STARFLIGHT



## BY ELECTRONIC ARTS

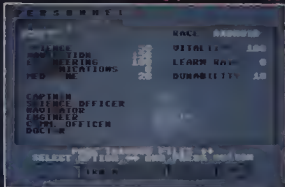
As a starship commander controlled by Interstel, your aim is to make money lots of it. The place to do it is right above your head, up there in the vast unexplored depths of space.

After gathering a crew and kitting out your craft with cargo pods, it's time to set off for the void, an entrepreneurial hunting ground fraught with as much risk as reward.

Your two primary goals are inextricably linked to gather information and generate revenue. Cash is initially gained from the sale of minerals, artifacts, lifeforms and their data, and from recommending viable colony worlds - but you can also dabble in a

LEAVING ORBIT... SYSTEM TRAVEL  
... COMMENCING INTER-STELLAR TRAVEL

▼ Assign your crew, then boldly go.



## UPDATE

16-bit versions should be available as you read this £24.95 on the PC and £24.99 on ST and Amiga. Expect improvements in graphical display and disk access time.

▼ Sensors indicate mineable substances.



also prey if your skill runs up to it.

Starflight comes with a map of the system, but a map only shows you where to go, not what you'll find there. The downside of prospecting is the danger of getting killed, and there are adequate opportunities for doing just that.

**C64 DISK**  
**£14.99**

Starflight plays like a cross between Elite and Psi-5 Trading Company, combining a vast, complex universe with a hierarchical ship command structure and concise visual display. Its strategic elements are superb: you soon learn to explore the brown and blue class planets for life forms, and adopt varied tactics in combat against alien races. The Velox, for example, can be treated with hostility because they surrender fairly easily, but the Thrynn should be avoided at all costs, since without major defence customisations they'll soon convert your ship into free ranging atoms. The beginning can be repetitive (you have to do a lot of mining if you want to get tough quickly) but you only need to do it once. The only major faults are the sluggish disk access and the fact that the action doesn't look or sound too impressive. For this reason Starflight will probably appeal more to those who like to concentrate on strategy rather than arcade game play.

**GORDON HOUGHTON**

GRAPHICS	60%
SOUND	43%
VALUE	78%
PLAYABILITY	86%
<b>OVERALL</b>	<b>84%</b>



# CAN YOU HANDLE IT?..



## ... THE GREATEST COMPILATION EVER!

### BATMAN THE CAPED CRUSADER

"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever - you'd be batty to miss it." CRASH SMASH.

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### OPERATION WOLF

"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.

© TAITO CORP 1988.

### DOUBLE DRAGON

"Skilful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

### R-TYPE

"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."

SINCLAIR USER.

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Central



THIS IS THE 90's  
THIS IS

# KLAX™

## THE TIC-TAC TILE GAME

It's simple in concept and easy to play. Catch the coloured tiles with the paddle and flip them into the bins to make some coloured stacks, diagonals and rows of three. Sounds easy? It is! The hard part is pulling yourself away from the game.

- The latest craze from California!
- 99 waves of sheer fun!
- The fastest selling coin-op ever!
- Addictive and challenging!
- Make multiple klaxes for massive points!
- Challenge your friends in head-to-head action.



## TENGEN

*The Name in Coin-Op Conversions*

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Programmed by: Tengen Software Developments Ltd. Atari ST & Amstrad

Published by: Domark Ltd, Fozzy House, 51-57 Lucy Road, London SW15 1PR. Tel: 01-750 2224

## DOMARK





▲ Aha! A shop...



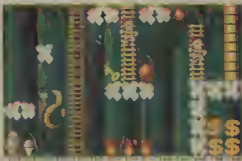
▲ Kid's only got enough dosh for a bag of magic.

# KID GLOVES

BY MILLENNIUM

Little Kid is in a heap of trouble, but how was he supposed to know his grandfather's boxing gloves were magic? As soon as he put them on he found himself in the middle of the rain forest surrounded by parrots! Will he ever see his home again?

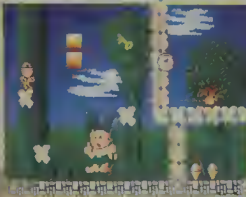
He might do, if he survives the journey back through a 50-screen platform game. His path is barred by the usual selection of monsters and pickups (including keys, extra lives and fruit) in a flick screen environment. The only out of the ordinary features are a few nifty spells - although you don't know what effect



▲ How's Kid going to reach all that cash?

one has until you've tried it out - and the option to transport yourself back three screens if you get stuck

▼ A few death coins will see off this giant.



ST  
£24.99

Kid Gloves has no more to offer than any other platform game, but it's still good fun. The presentation, apart from an innovative stage shadow effect, is pretty minimal, and the collision detection is highly dodgy making gameplay frustrating at times but it doesn't stop you wanting to have one more go. This is partly because the backgrounds are so varied: after every ten levels the theme completely changes, the weirdest and best being the psychedelic section with its mass of abstract colour. It's also compelling because of its sense of humour and range of impressive weaponry. Twin World and Rick Dangerous are better examples of this type of game, but if you're tired of those two, this is a challenging alternative.

GORDON HOUGHTON

## UPDATE

At the moment there are no plans for 8-bit or PC versions.

AMIGA  
£24.99

Virtually the same game as the ST down to the last sound effect. It's nothing unusual, but it should please people who panic after pukkah platform products.

OVERALL 73%

GRAPHICS	79%
SOUND	64%
VALUE	51%
PLAYABILITY	72%
OVERALL	73%



### Grand National The Results Are

1st	Pirate Son	66-1
2nd	West Tip	9-4
3rd	Broomy Bank	33-1
4th	Good Crack	66-1
Number Of Non Runners 15		
Number Of Fallers 1		

▲ 66-1! If only you'd put your money on Pirate Son!

# GRAND NATIONAL

BY ELITE

▼ Whoops! Willy Carson takes a tumble at the first fence.



### UPDATE

The Spectrum version has been around for about four years (!), but no other versions are planned.

**AMIGA**  
**£19.99**

Creating a game based on horse racing is an ambitious idea, and Elite have carried it off very well. Every aspect from betting through buying horses to winning a race has been brilliantly executed, including a neat control and display system, and some of the best sampled speech I've ever heard on the Amiga. The betting sequences are a good idea, too - the form book doesn't guarantee the winner, so plonking half your initial capital on the race favourite could leave you with a £5,000-shaped hole in your pocket. There are only a couple of drawbacks: the long-term monotony of racing and the cumbersome post-race results sequence - each element of speech is loaded in separately, and it takes too long before you're racing again. A practice ride option would have helped to get you into the swing of competition, and would have provided an initial way round the program's occasional slowness. Apart from that, the animation of the horses is realistic and the sound effects appropriately sparse. It's really a question of horses for courses: if you like a bet on the nags, take a look

**GORDON  
HOUGHTON**

GRAPHICS	79%
SOUND	86%
VALUE	86%
PLAYABILITY	75%
<b>OVERALL</b>	<b>79%</b>



# CEREBRAL SOFTWARE

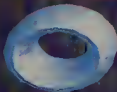


## CONFLICT

The Middle East Political Simulation

IBM PC • COMING SOON • Amiga • Atari ST

The Middle East Today is unstable and dangerous as always. It relives the Crusades. The superpowers encourage their 'fighting rocks' and try out military solutions in the heat of negotiations. It is the potential cause of World War III. CONFLICT puts you in a virtual world where military and economic forces combine to simulate the multiple pressures that a national leader encounter in a modern nation state. Your aim is to prevent the collapse of all four neighbouring governments. A frightening and highly realistic war game.



## HUNTER KILLER

Amiga • Atari ST

Experience the reality of commanding an American WWII combat submarine in the South Pacific. Master the controls of your vessel, then embark on a series of missions - from 'search and destroy' voyages to detailed escort duties modelled on real WWII campaigns. With eleven different submarines, fourteen separate missions to attempt, at a range of difficulty levels as well as practice patrols that take place during the day or at night, HUNTER KILLER has a host of features that outclass any other submarine simulation.



## GRIMBLOOD

Amiga • Atari ST

Place yourself deep within the walls of Castle Grimblood, here lurks a murderer, who is preying on those who live by and heed the rituals. You are the young Earl, Maximus, must uncover the terrible secret in order that he can unlock the chains of timeless obedience to the rituals of the castle and gain his freedom. If you fail you are certain to fall victim yourself to the stalking assassins knife. A gothic whodunnit, written by Mike Singleton, featuring digitised sound and graphics and promising a different game every lead!

16  
BLITZ  
MASTERTRONIC

...disk loaded, I felt drawn into different reality, an alternative world where I assumed the identity of another"

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Screenshots may be taken from a different version



Atari

# INTRODUCE



# DIFFERENT PERSPECTIVE

AVAILABLE FOR ATARI ST, COMMODORE AMIGA,  
COMMODORE 64 AND IBM PC COMPATIBLES.

INTERNATIONAL  
SOCCER  
CHALLENGE



# THE GALLUP ALL FORMATS TOP 20

# THE C+VG CHARTS

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	1	PAPERBOY	ENCORE	●	●	●	●	●
2	3	FANTASY DIZZY	CODE MSTRS	●	●	●	●	●
3	-	IKARI WARRIORS	ENCORE	●	●	●	●	●
4	5	BUGGY BOY	ENCORE	●	●	●	●	●
5	-	RAINBOW ISLANDS	OCEAN	●	●	●	●	●
6	2	CHASE HQ	OCEAN	●	●	●	●	●
7	14	COMBAT SCHOOL	HIT SQUAD	●	●	●	●	●
8	-	CAPTAIN BLOOD	PLAYERS	●	●	●	●	●
9	7	BATMAN	OCEAN	●	●	●	●	●
10	12	T I DIZZY	CODE MSTRS	●	●	●	●	●
11	13	GHOSTS/GOBLINS	ENCORE	●	●	●	●	●
12	10	GHOULS/GHOSTS	US GOLD	●	●	●	●	●
13	-	1943	KIXX	●	●	●	●	●
14	9	ROBOCOP	OCEAN	●	●	●	●	●
15	-	SUPER HANG ON	HIT SQUAD	●	●	●	●	●
16	-	SPY VS SPY II	HI-TEC	●	●	●	●	●
17	4	TURBO OUTRUN	US GOLD	●	●	●	●	●
18	-	FOUR SOCCER SIMS	CODE MSTRS	●	●	●	●	●
19	19	SPACE HARRIER	ENCORE	●	●	●	●	●
20	-	MiG 29	CODE MSTRS	●	●	●	●	●



Rainbow Islands - Amstrad



▲ Chase HQ - Spectrum



▲ Ghosts 'n' Goblins - ST

**T**hese are obviously lean times for full price software companies - only Ocean and US Gold seem to have the business cracked, so the budget houses are cleaning up. Still, most of this

month's charting cheapos are pretty decent games, though it's surprising to see Paperboy at the top two months running. It's a good game - but not that good, surely?



## AMIGA TOP 20

1	-	TV Basketball	Mirrorsoft	93%
2	-	Italia 1990	Code Mstrs	18%
3	-	Supercars	Gremlin	80%
4	-	Manchester Utd	Krisalis	93%
5	-	X-Out	Rainbow A	92%
6	4	Advanced Ski Sim	Code Mstrs	66%
7	-	Captain Blood	Smash 16	75%
8	-	Rainbow Islands	Ocean	93%
9	2	Op Thunderbolt	Ocean	89%
10	1	Bomber	Activision	89%
11	5	Shadow of t' Beast	Psygnosis	78%
12	8	Kick Off	Anco	84%
13	-	Infestation	Psygnosis	80%
14	-	Double Dragon 2	Virgin	79%
15	12	Space Ace	E1	39%
16	15	T I Dizzy	Code Mstrs	77%
17	9	Hard Drivin'	Domark	91%
18	3	Chase HO	Ocean	93%
19	-	Ninja Warriors	Virgin	86%
20	-	Drakkhen	Infogrames	90%



▲ TV Sports Basketball - top of the chart.

A crop of fine games in the Amiga Top Twenty this month and it's left to Code Mesters to throw a fly in the ointment with their abysmal Italia 1990 game. There are much better World Cup games on the way, so just hold onto your money for a while, eh?

### PG'S TIP FOR THE TOP

MIDWINTER: It's finally been released and will no doubt be at the top of the heap by next month.

Italia 1990 - loved by ST and Amiga owners.

Manchester Utd - spiffy Amiga footy.



▲ Spy vs Spy II - a budget corker.

Paperboy still at the top? Yeeuch! Encore seem to have a firm hold on the top of the chart, and while Paperboy isn't the best of games, Buggy Boy and Ikari Warriors are deserving chart toppers. Why is Spy vs Spy 2 in the chart but not Spy vs Spy (which is better)?

### PG'S TIP FOR THE TOP

FIENDISH FREDDIE'S BIG TOP O' FUN: The C64 version of the super 16 bit circus caper is out very soon!

## C64 TOP 20

1	1	Paperboy	Encore	68%
2	3	Buggy Boy	Encore	93%
3	-	Ikari Warriors	Encore	89%
4	-	Rainbow Islands	Ocean	87%
5	4	Combat School	Hit Squad	90%
6	5	IK+	Hit Squad	91%
7	9	Mig 29	Code Mstrs	49%
8	-	Super Hang On	Hit Squad	20%
9	12	Robocop	Ocean	90%
10	-	1943	Kixx	49%
11	-	Spy Vs Spy II	Hi Tec	85%
12	-	Platoon	Hit Squad	85%
13	-	Captain Blood	Players	79%
14	-	Four Soccer Sims	Code Mstrs	70%
15	2	Turbo Outrun	US Gold	93%
16	17	Space Harrier	Encore	45%
17	6	Chase HO	Ocean	33%
18	-	World Soccer	Zeppelin	70%
19	-	Winter Games	Kixx	88%
20	8	Ghouls & Ghosts	US Gold	87%



# ATARI ST TOP 20

1	-	Rainbow Islands	Ocean	88%
2	-	Italia 1990	Code Mstrs	28%
3	-	Supercars	Gremlin	82%
4	6	Advanced Ski Sim	Code Mstrs	67%
5	-	Op Thunderbolt	Ocean	89%
6	-	Captain Blood	Smash 16	75%
7	-	Ghouls & Ghosts	US Gold	85%
8	-	Player Manager	Anco	85%
9	15	Hard Drivin'	Domark	92%
10	5	Chase HQ	Ocean	96%
11	9	Extra Time	Anco	85%
12	11	Batman	Ocean	85%
13	13	Ninja Warriors	Virgin	87%
14	1	Bomber	Activision	89%
15	2	Chaos Strike Back	Mirrorsoft	96%
16	-	Adv Rugby Sim	Code Mstrs	69%
17	18	T I Dizzy	Code Mstrs	79%
18	16	Turbo Outrun	US Gold	80%
19	-	Drekken	Infogrames	90%
20	20	Future Wars	Delphine	79%



▲ Midwinter - It's gonna be big!

Last month's number one, Bomber goes into a tailspin and dives to number 14, leaving the top spot free for the fabulous Rainbow Islands. The abominable Italia 1990 makes a rather soggy impact at number two.

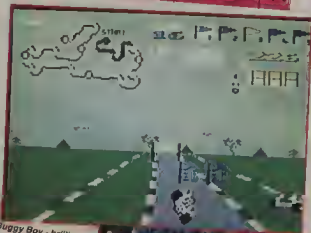
## PG'S TIP FOR THE TOP

MIDWINTER: Astounding adventure in the snow. On the shelves now, end at number one next month, I'll be bound.

OWNERS

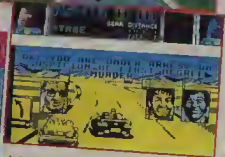


▲ Buggy Boy - brilliant (and cheap!)



# SPECTRUM TOP 20

1	1	Fantasy Dizzy	Code Mstrs	81%
2	2	Paperboy	Encore	89%
3	5	Ghosts & Goblins	Encore	89%
4	-	Ikari Warriors	Encore	80%
5	4	T I Dizzy	Code Mstrs	80%
6	-	Short Circuit	Hit Squad	70%
7	7	Buggy Boy	Encore	72%
8	-	2 Plyr Superleague	Cult	80%
9	3	Chase HQ	Ocean	97%
10	-	World Soccer	Zeppelin	70%
11	-	Platoon	Encore	85%
12	17	Space Harrier	Encore	80%
13	-	Rampage	Hit Squad	74%
14	10	Batman	Ocean	93%
15	13	Combat School	Hit Squad	90%
16	-	1943	Kixx	50%
17	15	Renegade	Hit Squad	84%
18	-	Super Hang On	Hit Squad	87%
19	-	Beardsley's Footy	BugByte	58%
20	-	Striker	Cult	79%



▲ Chase HQ - drops a gear.

Only two full price games in the entire top twenty! Will no-one pay for original full-price Spectrum product these days? Seem you Spectrum owners only want to play football or games sterling intrepid eggs.

## PG'S TIP FOR THE TOP

RAINBOW ISLANDS: A greet conversion which deserves to do well, but will you cheepcake Spectrum owners shell out the necessary cash? Hmmmm...



# THE C+VG CHARTS

## AMSTRAD TOP 20

1	1	Fantasy Dizzy	Code Mstrs	85%
2	2	Paperboy	Encore	85%
3	-	Ikari Warriors	Encore	83%
4	5	Pub Trivia	Code Mstrs	75%
5	10	Buggy Boy	Encore	90%
6	3	Chase HQ	Ocean	97%
7	7	Combat School	Hit Squad	80%
8	-	1943	Kixx	60%
9	-	Ghouls & Ghosts	US Gold	86%
10	5	Batman	Ocean	87%
11	13	Robocop	Ocean	89%
12	-	Super Hang On	Hit Squad	81%
13	-	Spy vs Spy 2	Hi Tec	85%
14	-	Captain Blood	Players	78%
15	-	Four Soccer Sims	Code Mstrs	70%
16	12	Turbo Outrun	US Gold	85%
17	8	Ghostbusters II	Activision	80%
18	11	Op Thunderbolt	Ocean	80%
19	17	Miami Vice	Hit Squad	77%
20	14	Gazza's Soccer	Ei	54%



▲ Roll up, roll up - Fiendish Freddy.

A fair sprinkling of decent budget and full-price titles with the top two games unchanged from last month, Ikari Warriors makes a good number three, and it's good to see Spy vs Spy 2 in the chart, but what about Guardian II?

### PG'S TIP FOR THE TOP

**FIENDISH FREDDY'S BIG TOP O' FUN:** A superb conversion of Mindscape's 16 bit circus japes.

▼ Chase HQ - PC Engine



▲ PC Kid - PC Engine



▲ Tatsujin - Megadrive

▼ Ghouls 'n' Ghosts - Megadrive

## PC ENGINE TOP 5

1	-	Chase HQ	88%
2	2	PC Kid	95%
3	-	Heavy Unit	57%
4	-	Super Volleyball	80%
5	-	Wonderboy III (CD)	93%

### PC ENGINE CHART

Chase HQ deservedly takes top spot. Heavy Unit is a disappointing number three and Wonderboy's presence suggests there are a surprisingly large number of CD ROMs about. This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.

### MEGADRIVE CHART

The two newbies nudge their way into the bottom of the chart, but they may well be nudged out again next month by Zealand Story and the excellent Super Real Basketball. This chart was compiled exclusively for C+VG by Spectresoft, Covent Garden.

## MEGADRIVE TOP 5

1	4	Ghouls 'n' Ghosts	94%
2	1	Golden Axe	96%
3	5	Tatsujin	92%
4	-	Curse	82%
5	-	Herzog Zwei	82%



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TO HIDE FROM...

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—BUT SHAKE IN THE SHADOW OF  
SLY SPY SECRET AGENT

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## PLATOON HIT SQUAD

The blockbuster film lies in wait at 1937 blazes a trail of blood, sweat and violence onto the budget battleground with the player taking the role of a raw recruit in Vietnam, desperately trying to escape both the incoming Viet Cong and a barrage of Napalm from his own side.

The game is split into five levels, ranging from a romp through a maze of Vietnam jungle to a shoot-out with the enemy and a final blast through mine-infested wasteland. The player must use a smattering of gung-ho skills. The aim is to survive and escape.

Platoon is as good now as it was then, and with its cheaper price it cannot fail to hold up the charts. It's addictive, has fantastically atmospheric graphics and sound throughout, and most of the time you could easily make it stand out from the games that follow. In short, a title which you'll be absolutely loopy to

### AMSTRAD £2.99

*A brilliant game which perfectly re-creates all the action and excitement of the film. Don't miss it!*

**OVERALL 94%**

### SPECTRUM £2.99

*Colour is used to good effect, and the gameplay is as engrossing as the 64 version.*

**OVERALL 94%**

### C64 £2.99

*A highly addictive game with loads crammed into it. Platoon is a winner!*

**OVERALL 94%**

## ARCADE FRUIT MACHINE ZEPPELIN

### SPECTRUM £2.99

*A fairly average fruit machine simulator which should keep a bandit eddict happy for a couple of hours - but nothing more.*

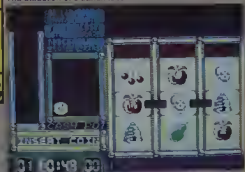
**OVERALL 39%**

Here's one for the bandit addicts out there - a whole fruit machine inside your computer! It's got three reels, skill chance, gambles repeat, and a loadsamoney jackpot!

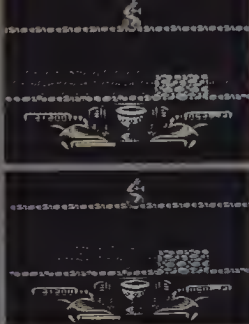
However, even though it's got all the features you'd find on an average fruit machine, I honestly cannot see any point whatsoever in playing it. The attraction of a bandit is to

win money, not points. And saying that, this isn't a particularly good machine either - it's frustratingly light with the feature holds, and the repeat function is completely obscure.

A complete and utter fruit machine nutter might glean a few hours entertainment from this, but after that it becomes incredibly tedious to play.







C64

**£2.99**

There's nothing like good, old-fashioned enjoyment and Psycho Hopper delivers it in abundance.

**OVERALL 74%**

## SPECTRUM

**£2.99**

Nothing outstanding,  
but a jolly 'n' bouncy col-  
lect 'em up nonetheless.

**OVERALL 74%**

you've cupped it, and in my eyes that's really the most important factor of any game - a heap or otherwise.

## ITALIA '90

### CODE MASTERS

**N**ot content with lip-synching half software with a too-tally sensationalist blurb, Codemasters have gone one better: they've introduced the Codemasters Seal of Quality to the land of Italia '90, one of the holiest licensing deals of the year.

And they've absolutely slaughtered it! There are two modes, a full loopy match and a soccer skills section. The first has the player guiding his badly hobbling players (are these gnomes or what?) around the pitch, kicking a ball which defies the laws of gravity while the skills game involves waggling the joystick at varying speeds in order to make your player

(twice-sampled breathing sounds like he's a beer-swilling 40-a-day man) do banal things like press-ups and sit-ups.

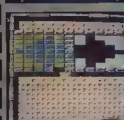
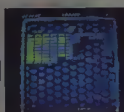
This is an appalling piece of software, even for £4.99. It might look nice, but it's about as much fun as kicking around a deflated football.

## AMIGA

**£4.99**

Competent graphics, sound and presentation are ruined by appalling gameplay, making Italia '90 one of the worst football games around.

**OVERALL 28%**



fall. Points are scored for each buck hit, and when the wall is completely destroyed you move to the next, more difficult stage.

Arkanoid is a great Breakout game, and a smashing arcade conversion. The graphics aren't spectacular, but neither were those of the original. It's the gameplay that counts, and this game scores highly in that department. A must for everyone who enjoys ball 'n' ball games.

## SPECTRUM

£2.99

The graphics are monochrome, but otherwise it's just as much fun as the C64 version.

**OVERALL 84%**

## ARKANOID

### HIT SQUAD

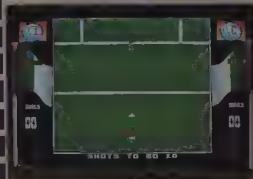
**A**nghai's release this time the conversion of the classic Breakout derivative comes on thirty-two levels are simply aching to be beaten before you can get to the big baddie at the very end and sitting snugly inside your Akkanoid fighter craft which bears a startling resemblance to a Breakout ball.

C64

**£2.99**

A brilliant Breakout game with lots of advanced features. Dig out three pound coins and spend them on Arkanoïd.

**OVERALL 87%**





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by Bondwell

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\* N for Nintendo Entertainment System and F for Sega, Atari, Amstrad and Commodore game systems

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Bryan Robson  
Midfield

SPEED  
TACKLING  
SHOOTING  
CONFIDENCE  
PASSING  
STAMINA  
FITNESS

8  
8  
8  
9  
8  
8  
9

EXIT

## MANCHESTER UNITED

KRISALIS

**M**anchester Utd on the ST follows the same lines as the Amiga version which we raved about last month. It's a cross between an arcade footy game and a management simulation, with you taking on the ominous role of Alex 'Oh dear, we're two points away from relegation' Ferguson and his team. This version sports the same sensible use of icons, the same

stack of beautiful graphics, both digitised and otherwise (although there are one or two minor omissions), and the same delightfully challenging gameplay as the Amiga version.

In fact, apart from a drop in sound quality and a slower disk access time which can get annoying at times, there's nothing to distinguish the two versions!

ST

£24.95

*A brilliant football management-cum-player sim which other, forthcoming soccer games will be hard pressed to beat.*

OVERALL 92%

## FERRARI FORMULA ONE

ONE ELECTRONIC ARTS

**W**hen we reviewed this on the Amiga way way deck, we absolutely raved about it. Now it's been released on the 64 and well...

The object of Ferrari Formula One is simply to get yourself, your car and your team through a tough motor racing season, visiting all the classic courses such as Monaco, Hockenheim and our own Brands Hatch. This being a simulation rather than just a burn around the circuit, you get the opportunity to fiddle about with the insides of your motor before the race, tuning it to maximum efficiency and then sticking it in

the wind tunnel to test those aerodynamics.

Other mags have been going ape over 64 FF1, but they obviously have a different version to the one we received: it's absolutely abysmal. The game seems rather neat until you get to the actual race, and this is where the whole thing collapses. Slow isn't the word for FF1, I'm not joking when I say that the game runs at a rate of less than three frames per second. Graphically it's fine, but who wants to play a game which looks lovely but plays like a dead fish in a vat of Blue Circle cement? Not I.

## X-OUT

RAINBOW ARTS

**J**ump into one of three amphibious fighter craft and blow up the alien hordes in the 64 conversion of the 16 bit Hit which we reviewed in the February issue. A horizontally scrolling alt-out masacre set both in the air and underwater. X-Out features eight levels of hard and fast blasting action, a selection of ships and weaponry and an end of level shop in which to buy the veridus bits and

C64  
£14.99

*What could have been a pretty decent C64 conversion of a classic racing game turns out to be a pitifully slow waste of time. Avoid at all costs.*

OVERALL 36%

PLEASE INSERT SIDE 1  
AND PRESS SPACE  
GOING TO PITS

LAP 01  
CAN 02

0'02:45.2  
0'06:1.0





# FIENDISH FREDDY'S BIG TOP O' FUN

## MINDSCAPE

Running a circus isn't the easiest job in the world, especially if you have to put up with a rival the likes of which appears in this Amstrad conversion of the hilarious 16 bit multi-eventer which we awarded a Hit a while back.

The acts range from high diving, which starts with you jumping into a barrel of water and finishes with a leap into a tea-cup, to dangerous high wire-walking. All the way through you must beware the deadly clown Fiendish Freddy, who will stop at nothing to put you out of business and into plaster!

Amstrad Fiendish Freddy is a surprisingly accurate conversion, with lots of colourful humorous graphics, some of which (like the diving artist) are enormous! Unfortunately, there wasn't room for any sound which may put people off buying the game, but if I



were you I'd at least have a good, long think about adding this neat little circus sim to your collection

**AMSTRAD  
£9.99**

*Funny as well as challenging. Wear a corset while playing Fiendish Freddy, lest your sides split!*

**OVERALL 83%**

precise. Your score is transformed into dosh which you use to purchase the extra items - and you'll need loads of gear if you want to survive to the end!

C64 X-Out is a startling conversion, with first rate sprites and backdrops, accurate music and effects and some well-mean baddies who make life VERY difficult for you. The only gripe I have with the game is that the cassette loader is a little tortuous, but if you can put up with that (or have a disk



**C64  
£9.99**

*Apart from a pretty naff loader, X-Out is a fantastic game which bliss fans will drool over.*

**OVERALL 88%**

drive) then you'll have no regrets buying this superb 8 bit shoot 'em up.

## SPACE ROGUE ORIGIN

Another title which was reviewed last month on a different format (we looked at the PC version), Space Rogue is a game which smacks of Elite, with a blend of 3D graphics, in-space dog-fighting and a galactic trading system. The big difference between the two though is that, unlike Elite, there's an overall goal to Space Rogue - that of finding the murderers who blew your father to smithereens.

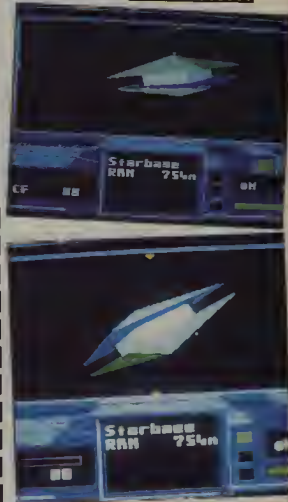
There isn't a lot else to say about this version (I've hasn't already been written in

last month's review. Amiga Space Rogue is challenging, full of action and although it runs at a slightly slower frame rate than the PC game, it's still fast enough to retain all the addictive qualities which its PC cousin holds. A superlative game.

**AMIGA  
£29.99**

*A true contender for Elite's crown, Space Rogue is a tough, demanding 3D space-opera which will keep fans engrossed for months.*

**OVERALL 94%**





# WIN A MONSTER ROBOT

Domark's brilliant Escape From the planet of the Robot Monsters is currently one of the C+VG team's fave games. In fact, the team has gone so completely Robot Bonkers, that they've decided to get together with Domark and organise this robo-comp!

On offer comp is a stunning replica of the most famous of all robots - Robbie the Robot from the film Forbidden Planet. It's a collectors item and would normally cost over £100! But here it is, up for grabs! There are also six runner-up prizes of Tomy clock-bots - Is there any end to Domark's generosity?

So how do you go about winning one of these fab prizes? Well, what we want you to do is draw us a robot. Any old robot will do - a mega robo-war-bot armed with 100 mega-ton nuclear warheads, a robo-reviewer-bot (we could do with some of those in the office!), a robo-footballer-bot... Anything really - your imagination is the limit. Don't worry if you're crap with crayons, 'cos we're not looking for artistic excellence. What we want is a good, original idea!

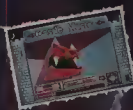
Send your drawing or painting to:  
WEALLY WEALLY WAUCOUS WOBBLY  
BOBBIE THE WOBOT COMP, C+VG,  
PRIORY COURT, 30-32 FARRINGDON  
LANE, LONDON, EC1R 3AU. The closing  
date is May 31st.








# Castle Master



 sensational new 3D Action Adventure from Incentive, in spectacular Super Freescape™

Incentive, the award-winning team behind the massive hits DRILLER, DARK SIDE and TOTAL ECLIPSE have done it again! CASTLE MASTER is the result of years of work on their highly advanced Animated Solid 3D development system. It will catapult you into a world of fantasy.

Use your eyes and ears to discover solutions to the brain-twisting puzzles. Secret rooms, twisting corridors and hidden traps, all in superb SOLID 3D make Castle Master the most atmospheric Action Adventure you'll ever play.

Enter 'Castle Eternity' if you dare! You could be there forever.

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk)  
Amstrad (cassette, disk) Spectrum +3,  
Spectrum 48/128

Atari ST C64 Spectrum & Amiga Screenshots

Programmed by: Incentive Software 1890 New Dimension International Ltd  
Published by: Doornik Ltd, Ferry House, 51-57 Lacey Road, London SW15 1PR  
Tel: 01-780 8236

  
**Incentive**  
The Award Winners

## ROLL OF HONOUR Incentive's past awards include

  
Crash Readers' Awards  
- Best Graphics  
- Most Imaginative Game  
- Best Overall Game

• C & VG Golden Joystick Award

• Commodore Computing International Oskar

• Amstrad 100% Prix De L'Innovation

• Computer Industry Award - 8 Bit Programmers of the Year

**DOMARK**

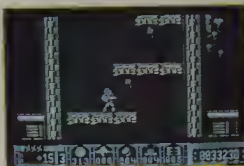


# REVIEW

PC



▲ Five green aliens, hanging in mid-air.



▲ The Alien level. Watch out for the dripping slime.



BY RAINBOW ARTS

And here's us thinking that nightmares are caused by eating cheese after 9pm! The real blame lies in the three heads of the Morgul, who dwells far away in his dark kingdom, and grows stronger all the time by feeding on the fear which his presence instills in people.

Naturally, those folks are more than a little wary of going off to do battle with Morgul, so they build a robot, devoid of any notion of fear, to do the job for them - that robot is called Turrican, and it's you who controls him throughout the game.

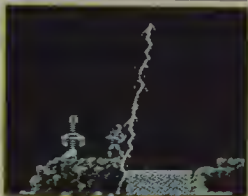
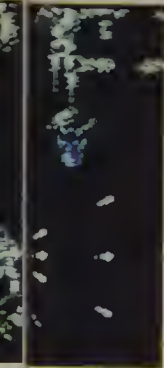
Turrican carries his quest through five, eight-way scroll-

ing levels, each one consisting of a number of different stages. Being a robot, he isn't limited to leg-work only - if the need arises, he can transform into an indestructible gyroscope for a limited period of time, so he can squeeze through normally impassable barriers.

Each stage is played over a strict time limit, and if the seconds run out, one of your lives is lost. If you can get to the end of level five, Morgul is yours for the taking - defeat him and no longer shall the inhabitants of the world wake up in the middle of the night in a cold sweat!

# TURRICAN





▲ Dodge the lightning - you don't want to end up in an ash-tray!

**C+VG  
HIT!**

Be careful not to land on those spikes!

## UPDATE

Turricen will be out during the next couple of months on Amiga, ST, Spectrum and Amstrad. The 16 bits will cost you the princely sum of £19.99, while Amstrad will set you back £9.99 and Spectrum £8.99. Update reviews when we get the games, folks!



C64

£9.99

It's rare these days to see an original C64 game, let alone a good one, and Turricen is most definitely both of these. It's an enormous game, with a simply vast map, and contains all the ingredients of a hit: acres of playing area, untold amounts of creatures, items to collect; the list is almost limitless. Graphically it's superb, from the chunky, robotic Turricen sprite to the pixelated perfection of the enemies and some of the most imaginative backgrounds you'll ever see on a 64; just check out the mesoalve. Aliens-inspired level later on in the game! Not only that, but there are a couple of lovely effects, the best one in my mind being the way Turricen is reformed, atom by atom, after losing a life - brilliant. Best of all though, Turricen is extremely playable and maddeningly addictive - with twenty lives and some well-powered weaponry to work with at the beginning you might get the impression that the game is going to be a doddle. Think again! This is a very difficult arcade adventure, and you need every life you can get your mitts on. There are some games that sneak up on you, make you go weak at the knees and won't let up until you've completed it. Turricen is one of them. Remarkable!

PAUL RAND

GRAPHICS	93%
SOUND	90%
VALUE	93%
PLAYABILITY	95%
OVERALL	93%



# THEY ARE THE DEMONS & DRAGONS OF HELL - YOU ARE THE....

# BLACK TIGER™



Available on: **CBM 64** 128 cassette & disk, Amstrad cassette & disk,  
Spectrum 48/128K cassette Atari ST, CBM Amiga.

**U.S. GOLD**

**CAPCOM**



► ST

# REVIEW

## UPDATE

An Amiga version of *Jumping Jackson* is scheduled for release at the same time as the ST version, at about the end of April. It's reputed to have even more sampled music, and the same enjoyable gameplay as the version reviewed here.



▲ Both records on the turntables - time for escape!

**J**umping Jack Son is a fat little blob descended from the legendary Jumping Jack Flash, whose quest in life is to cut out the grooviness back into a world full of dull classical music. The only thing that will free the spirit of rock 'n' roll is Elvis' first single, which is hidden somewhere amongst a psychedelic maze of platforms, and Jack's musical lineage makes him the blob for the job.

To pass between the 16 different mazes, Jack has to collect hidden records then put them all on turntables to complete a tune. To reveal the discs he has to pass over groups of lilies which change colour as he steps on them. A record appears when Jack

BY INFOGRAMES

# JUMPING JACK SON

Another level complete, but beware the trumpet!



■ The first Challenge level - tricky!



has turned a group of four lilies the same colour, then when it is placed on the turntable of the corresponding colour, another part of the tune plays.

It would be simple if that was all there was to it, but while Jack's doing this he's being chased by a gang of musical baddies in the shape of trumpets, drums and other classical instruments which can be dodged or blocked by dropping one of your three cassettes. You can also pick up bonus items like hamburgers, bottles of Coke, musical notes and jukeboxes which allow Jackson to carry more than one record at a time



ST

£24.99

*Jumping Jack Son* is a great game, with very jolly graphics (especially the fat, bouncy hero), great sampled tunes and sound effects, and a very addictive game underneath. It starts off very easy, with just a couple of turntables to fill and no enemies to avoid, but after just a couple of levels things really start to move. The baddies are a bit thick, hopping around almost willy-nilly, totally unconcerned with where you may be. But there's no room for carelessness when there are more than one of them on the screen, or if you're down a lily-wide path, you've run out of cassettes and there's a deadly trumpet bouncing your way. As well as the 16 normal levels there are a couple of bonus stages in there too, which are frustrating to begin with, but after a while they serve as a worthwhile break from the main game. All in all, what we have here is a jolly arcade puzzle game which should go down well with anybody.

PAUL RAND

GRAPHICS	79%
SOUND	82%
VALUE	80%
PLAYABILITY	83%
<b>OVERALL</b>	<b>81%</b>



# REVIEW

► AMIGA

# COLORADO

BY SILMARILS  
/PALACE

One day, as Davey O Brian was on his way to the local trading post for a few lines of beans and a bag of beef jerky, he came across a dying Red Indian. There was no saving the brave, and he begged Davey to wait for him to die then bury his body so that his soul could enter the Happy Hunting Ground. Davey's reward was a map, showing the way to the Indian's home territory of Colorado, wherein lay the Lost

Gold Mine of Pocahontas. Forgetting his shopping list for the time being, Davey jumped into his canoe and paddled to Colorado to start his search for riches.

To find the mine, Davey now has to tramp around sets of locations, beating or cooing information from the local Indian population, and that means finding weapons and useful items to trade with Mr MacBoggle whose mobile trading post happens to be passing through the neighbourhood.

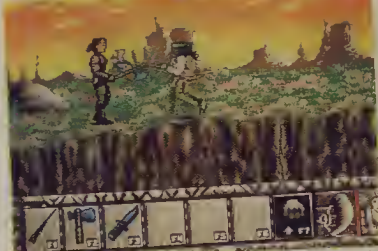
To travel between the dil-

ferent areas, Davey has to jump in his canoe and paddle through a 3D river subgame, lending off Indian war canoes with his paddle and dodging falling boulders.

## UPDATE

Placing my ear to the ground, I hear the approach of distant ST and PC versions which, apart from the usual colour and sound differences, should be similar to the Amiga version in every way. Watch out for them in May.

▼ Wow! Spears! These infjune sure are an ornery bunch.



▼ On the river, your paddle is your only weapon.

▼ MacBoggles - "You want it, we ain't got it, it don't exist."



AMIGA

£24.99

Gems set in the Wild Mid-West are a rarity these days, but, as far as gameplay goes, Colorado is a pretty familiar stuff. This walk-chop-and-collect malarkey has been entertaining 16 bit owners since 1986 when Paygnosis brought out Berberian, and it doesn't seem to have progressed a whole lot since. Wendar around dozens of screens, beat up some understandably hostile Indians and think up tenuous links between objects and adverse circumstances. Colorado is rather slow-paced, so if you aren't heavily into this type of gems, all the trekking between screens will become tiresome after a while. Luckily, the peddling-down-the-river subgame is rather more action-packed and I'm ashamed to admit that my happiest moments with this game were spent splitting people in the muck with my paddle. The graphics are pretty but semey, and the characters are stiffly animated, making them occasionally look robotic. Sound doesn't play a major part in the gameplay, and the Amiga's sound circuitry busies itself with rendering an insipid lull, and muffled speech samples. If gems like this really are your bag, Colorado could be worth tracking down, but more lively players should look elsewhere for their fun.

PAUL GLANCEY

GRAPHICS	79%
SOUND	48%
VALUE	72%
PLAYABILITY	75%
OVERALL	73%



# ESCAPE

## FROM THE PLANET OF THE ROBOT MONSTERS

**ESCAPE - FROM THE WORLD OF BORING VIDEO GAMES!**

Yes! This is the latest, wackiest, most playable shoot-em-up for a very, very long time.

"Lots of beautiful girls have been abducted to Planet X by the evil reptilons. And when I say abducted, I mean.... well, yes - exactly! It's a disgrace! And those evil reptilons are downright.... evil! And that's not all - there's more. Where? Inside of course! Good luck men!"

Bzzz. 'crackle'.  
hizz. pop: This is  
Radio S.M.O.G.  
bringing you the  
latest update.

"We join our heroes on the surface of Planet X where a rescue mission is in progress. The REPTILONS have enslaved the humans stationed there. They are being forced to create an evil Robot Army destined to DESTROY THE EARTH! Listen out for our next broadcast!"

"THE FATE OF THE WORLD IS IN YOUR HANDS!"

**JAKE**

"DESTROY THE EVIL REPTILONS!"

**DUKE**

# Tengen

The Name in Coin-Op Computer Games

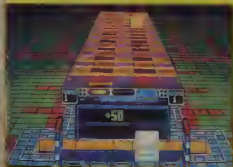
# DOMARK

Available on: Amstrad ST, Amiga, IBM PC 2.5 & 5.25, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128  
Programmed by: Tengen Software Developments Ltd. 1990 Tengen Inc. All Rights Reserved. -East Games Corporation  
Published by: Danab Ltd, 81-87 Lucy Road, London SW15 1PB Tel: 01-750 2234 Atol 57 & Amiga Scandinavia



# REVIEW

► ST



▲ Your first four klaxes - the three-up, worth 50 points



▲ The row of three, worth 1,000 points.



▲ The diagonal (quite tricky), worth 5,000 points.



▲ And the row of four, worth 10,000 points



# C+VG HITS

BY TENGEN  
DOMARK

One of the very few coin-op conversions to be developed side-by-side with the arcade original, Klax is a game of tile flipping (or is that flipping tiles?). That sounds a bit weird, doesn't it? Well, it's actually very straightforward - theoretically. The playing area consists of a five-column conveyor belt, down which travel (iles of various colour. The basic idea is to pick up the tiles with your paddle when they reach the end of the table and flip them into the container at the foot of the screen.

When three or more tiles of the same colour are placed in a line - horizontally, verti-

cally or diagonally - they disappear. And this is how you survive, because if the container becomes completely full of tiles, the game ends. Also, you can only let up to three tiles drop off the conveyor belt without picking them up - a fourth miss results in that depressing "game over" message.

Later levels get tougher and tougher, with more and more tiles and the computer asking you to create diagonal lines, or a series of four and five coloured tiles in order to escape that particular level, or even a big cross to access a secret warp!

▼ Double the fun in two-player mode!



▲ Choose your sampler.





# REVIEW



## UPDATE

This superb game is to be released on all popular formats at roughly the same time as the ST. We'll give you an update on the other versions the very nanosecond we receive them. And that's a promise!

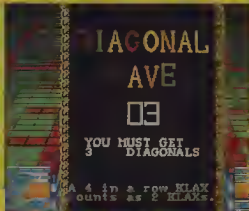
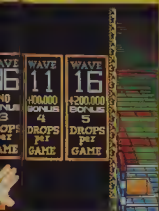
ST

£19.99

It's happened! At last, there's a game which matches Tetris for simplicity, playability and addictiveness. I end everyone else in the office who has pitted their wits and reflexes against this superlative creation unashamedly piece it high up in the C+VG chart of all-time greats. Like Tetris, what at first looks quite unimaginative and, dare I say it, dull, soon becomes so playable your electricity bill will take up three pages if someone doesn't drag you, kicking and screaming, from the computer. And the most amazing thing is that it's coin-op conversion! I can picture arcade owners up and down the country with enormous grins on their faces a few weeks after installing a couple of Klax machines! There's very little else to say really, and certainly nothing to criticise about Klax. No killing, no end of level monsters, no power-ups, and no demsels to rescue. Just good, solid, addictive, intelligent, addictive gameplay which the whole family will love, from Grandma to the goldfish!

PAUL RAND

GRAPHICS	84%
SOUND	82%
VALUE	97%
PLAYABILITY	97%
OVERALL	97%



▲ Three diagonals complete the third level





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ST

£19.99

Apart from the odd minor graphical alteration, ST Player Manager is exactly the same as the Amiga version. Only buy it if you're a Kick Off loner.

OVERALL 70%

AMIGA

£19.99

Sequels are seldom as good as the originals, and this adage has never been truer than in the case of Player Manager which, although possessing a huge range of extras the original didn't have, fails to have the same kind of immediate impact. For one thing, Kick Off was at its most enjoyable with two players, an option which doesn't exist in Player Manager. There are also a couple of bugs in the match section. For instance, I was fouled in the opposition's penalty area, but was I awarded the penalty? Was I hail. Don't get me wrong, I'm not about to slag Player Manager into the ground, but after many months of playing Kick Off and enjoying it immensely, I expected much better things from the follow-up. The managerial additions are a neat idea, but when all's said and done Player Manager is only a worthwhile buy over Kick Off if you have no friends you want to play against in the original's two-player mode.

PAUL RAND

GRAPHICS 81%  
SOUND 76%  
VALUE 77%  
PLAYABILITY 71%

OVERALL 72%

## BY ANCO

Kick Off is the best straight soccer game ever. Few will doubt that. Its fast footy action made it an immediate hit with all who played it, but Anco decided I wasn't quite the complete soccer experience so they've decided to release an updated version and Player Manager is it.

Player Manager is a one-player management game in which you are running the player manager for the First Division. Naturally, the British aren't overwhelmed with the prospect of staying in the First Division, so you have to play to move up the table and win the title.

There are five main options to start playing: you can buy information from the press, put player list, each day, or setting up further details. When I clicked 'A', we started a normal league match. There is also a cup competition to take part in, making a real cash and glory. You further you progress.

Matches are played quickly like Kick Off, albeit with a few refinements. Its increased player numbers and differing pitch and there's also an option which allows you to control all your team's tactics. Or just one player in this position.

▼ Eve has his skills listed here.

Eve		Matchie	
Position	Forward	Passing	100
Age	25	Shooting	100
Height	175 cm	Kicking	100
Weight	60 kg	Heading	100
Pace	100	Goalkeeping	50
Agility	100		
Strength	110		
Resilience	100		
Intelligence	100		
Morale	OK		
Done			

## UPDATE

No firm plans for a 3D version I'm afraid, but I wouldn't be surprised if something crops up later on, probably in the summer.





▲ There's no time for taking in the scenery!



▲ One of The Mombassa Oak's cryogenic freeze chambers.

BY PANDORA

# ENOMORPH

▼ Space Jennifer Griffin, armed to the teeth.

▼ Looks like this computer console's had its chips.





# REVIEW

ST  
£24.99

Apart from the addition of an extra disk, this version contains absolutely no differences to the Amiga version - it's still a game worthy of anyone's time and money.

OVERALL 90%

AMIGA  
£24.99

Xenomorph is an almost instantly appealing game, due partly to its Dungeon Master look. The feeling of solitude is total (not even your usually friendly computer will speak to you!) until your first contact with the alien attackers and that turns out to be something of a shock! The aliens and the scenery are nicely drawn and, while the animation is jerky, it isn't a hindrance to the overall atmosphere. There is a lot to do in Xenomorph, and it's imperative that you plan ahead to stay alive, and it's probably wise to make a map. I'm writing this review after a four hour session of blundering around during which I collected most of the chips, though now I haven't got enough strength to last longer than another half-hour. The game's addictive qualities ensure that I'll return time and time again until that lonely little janitor escapes to sweep floors in more hospitable parts of the cosmos!

PAUL RAND

GRAPHICS 86%  
SOUND 84%  
VALUE 89%  
PLAYABILITY 91%

OVERALL 90%



▲ The inato-pizza machine. Hmm, anchovie and coconut, Griff's fava.

Janitors have it rough at the best of times, but their problems are nothing compared to this particular case-taker's. He's just discovered that, during a two year research mission, the rest of the crew on his ship, The Mombassa Oak, have been killed by a computer malfunction leaving him the sole survivor. What's more, the whole computer navigation system has packed in, leaving the Oak drifting in space. Switching over to manual control, the janitor makes the jump to the nearest hospitable mining platform and after docking scans the area. To his surprise, no traces of human life are found - what has happened on Platform Alargatis?

Xenomorph is a graphic adventure designed in the icon-driven, 3D style of Dungeon Master. You play the lonely janitor whose mission it is to repair the Mombassa Oak by entering the Alargatis mining platform and finding the microchips required to replace those burnt out by the computer malfunction. Not

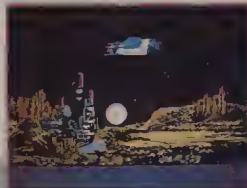
only that, but there are also fuel rods to find and a variety of aliens, which have wiped out the miners on Alargatis to sate out and desire.

You begin with nothing but a food dispenser, credit card, but there are loads of other useful bits to find, including a wide variety of weapons and grenades, medical supplies and the key cards needed to open the doors in the Alargatis platform. Survival is quite a problem and as well as seeing off alien attacks, you have to continually bolster flagging energy levels with food, and keep an eye on radiation absorption (addictive).

## UPDATE

Break into that piggy bank and strut your funky stuff down to the software shop when the PC and C64 versions of Xenomorph appear in a couple of weeks, costing £24.99 (PC) and £14.99 (C64 disk only). And coming soon is an Archimedes version too!

▼ The Mombassa Oak comes in to land.



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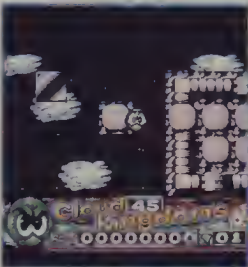
# CLOUD KINGDOMS

BY MILLENIUM

**P**oor Terry: he's had an unfortunate life. But then again, there's not much call for small, green, rubber-bolted balls in the community. Shunned by the locals and despised by other, less-socially aware balls, he ascends to the Cloud Kingdoms, where he at least finds a use for himself. Baron von Bonsal has enslaved the Cloud Fairies and stolen all of their power crystals so they cannot use magic. And as the only way of rescuing a fairy is to send a green ball to their aid, Terry's given the job.

And what a job it is! Terry must collect all the crystals from 32 different multidirectionally scrolling kingdoms. The Baron isn't nearly so stupid as to let him roll through unchallenged though, so he's positioned a number of guards in each of the kingdoms, whose task it is to stop Terry's quest by holding him up long enough for each level's time limit to run out, thus ending the game and any chance of the fairies' rescue.

But fate doth smile on our young sphere in some small way, by offering a selection of helpful items to make life a little simpler, items such as energy-giving bottles of pop, paint pots which let Terry paint in walkways and wings that allow a few moments of



▲ Jumping around these pink platforms is no job for softies!

flight. Terry must beware the bad items which include beer bottles, making the round roller super-liddy, and of course the hazards which are built into each kingdom such as icy floors, holes in the ground and pinball bumpers.

**ST**  
**£24.99**

What little differences there are between this and the Amiga version are purely cosmetic - the game itself remains an enjoyable arcade puzzle romp.

**OVERALL 80%**

**C64**  
**£9.99**

Due to memory restrictions, the number of levels on the 64 version has been cut from 32 to 15, and some of the beddie sprites have been omitted. That said, the gameplay has been tweaked to make it generally more difficult than the 16 bit version, whilst retaining the addictive qualities of the other formats. So despite the drop in quantity, Cloud Kingdoms hangs on to its quality - and playability.

**OVERALL 80%**

**AMIGA**  
**£24.99**

Cloud Kingdoms is a game not unlike Quedex in both looks and, to a small extent, gameplay. But instead of a lifeless ball you have a seed-looking, green sphere which you can't help but feel sorry for, especially after considering the enormity of his task. Cloud Kingdoms is difficult from the word go, but the challenge is stimulating and addictive one. You aren't limited by lives, but each time death rears its ugly head the time limit shoots down, making for a frustrating first few attempts. Once you get into the swing of things however, it doesn't take too long to suss out the best way to tackle each stage (although actually putting the theory into practice is far trickier!). Nice to look at, as well as jolly good fun to play, Cloud Kingdoms makes a pleasant change from all the licensed stuff kicking around of late.

PAUL RAND

**GRAPHICS 84%**  
**SOUND 77%**  
**VALUE 80%**  
**PLAYABILITY 81%**  
**OVERALL 80%**

### UPDATE

It looks as though the only other version to follow the one reviewed here is for the PC, which will cost £24.99 and will be released a week or so after the others.



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▲ Aieee! The nesty pink spirit got you!



▲ Feeble, eh? You need some nourishing cheese.

# CASTLE

▼ Yeek! The barn's full of evil spirits!



# MA

Master the mage is completely mad. He's been ruler of the hill for 13,000 years, casting pretty nasty spells on any human who attempted to establish a settlement there. One day, having reached the ripe old age of 13,000 he dozed off for 500 years.

Along came the Normans and built a castle, a magic castle, which sapped his strength. When he woke up and found a fort full of people above him, he flew into a rage. Unluckily, his wand had gone limp, his powers were spent and people only laughed in embarrassment.





▲ Aha, the wizard's got some cheese, but has he got a key?

# MASTER

BY INCENTIVE/DOMARK

he sulked off to a hut outside the walls, vowing vengeance.

Always one to spoil a party, Magister turned up on a fateful night and transformed everyone in the castle into grisly ghosts. Unable to control his laughter (the sign of all good villains), he then went and kidnapped your twin sister. What a dastard! That was a year ago - now standing outside the fortress in some natty knightly gear, you're rushing to her rescue. Easier said than done.

Castle Eternity has over 100 rooms, endless corridors, a full set of confusing cata-

combs, puzzles, one-way routes - oh, and ghosts. Ghosts drain your energy, so if you don't send them to Spook City pretty pronto, they'll shiver the life out of you.

Your task is made easier because control is divided between two 'hands'. The weapon hand helps you dispatch those rotten wartha with a spunky slingshot, the action hand allows you to perform such nifty tricks as open doors, examine objects, eat food and pick items up.

As well as hunting and killing ghosts (there are a lot of

other discoveries to be made: secret rooms, some very cryptic clues, hidden food, mysterious potions and bottles of beer).

To rescue the princess you need to find ten pink pentacles (stashed away in the oddest places), which allow access to the pentacle vault (this contains more gold than Fort Knox and, more importantly) the final key to your twin's prison. To get anywhere near these magical items you also need keys seven will do - but if you want max points, ten should be your target.

## UPDATE

Castle Master is strutting its knightly stuff soon on all major formats: 16-bit will set you back 24.99 (PC) and 19.99 (Amiga), the latter also including a brilliant soundtrack. On 8-bit, Megalot-mashing will cost 9.99 and 14.99: there'll be less graphical detail, but all the basic gameplay will be retained.

ST  
£19.99

The best part about Castle Master is the total freedom of movement within the game environment - more so than in any previous Freeescape product. Progression isn't linear: there's usually more than one way to solve a puzzle, and if you just want to wander around the castle admiring the scenery, you can. It's also the first Freeescape game to be developed primarily for 16-bit, so there's an animated intro sequence, a 20% larger screen, much more object detail (rather than simple polygons) and the addition of an action hand. There's so much to do it will take ages to finish even with minimum points. And if your bent is for playing princesses rather than knights, Incentive have included an option for that, too - playing a woman is a different proposition. Take a look at Castle Master - it's the best Freeescape game yet.

GOROOT  
HOOGHTON

GRAPHICS	87%
SOUND	79%
VALUE	87%
PLAYABILITY	92%

OVERALL 90%



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103. The Simpsons	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
104. The Simpsons	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
105. The Simpsons	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
106. The Simpsons	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
107. The Simpsons	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
108. The Simpsons	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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200. The Simpsons	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00





▲ Hmm, Lillian's acting rather suspiciously...

# COLONEL'S BEQUEST

BY SIERRA

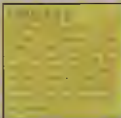
Colonel Henn Dijon is at death's door. Which is why he's invited his entire family to his home on Misty Acres Plantation. Making out his last will and testament in front of them all, he announces that upon his death, each of them are to receive an exact share of his fortune and, in addition, should any of those mentioned in the will die before the Colonel, that share will be split between the rest.

Which would be okay, were it not for the fact that Dijon's family is made up of some rather unscrupulous types, such as the actress daughter-in-law, the alcoholic sister and the untrustworthy lawyer son. And then there's you, Laura Bow, a lowly college student who has been invited along to Misty Acres by the Colonel's niece, Lillian Prune. All seemed fairly straightforward until a chilling message arrived, stating that



▲ Where there's a will, there's a wodge of wonges.

everyone in the house would be dead by the end of the weekend. Could it be a hoax, a lunatic or one of the family, who will stop at nothing to get their grubby hands on the Colonel's entire fortune? As the only real outsider in the house, it's up to you to don the mantle of superleuth and unmask the culprit before it's too late!



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The latest from the Sierra stable, while sticking to the same beelc style, turns out to be very different from the King's Quest series, and is a much more challenging and enjoyable game. The programmers have opted for a Miss Mérieux-esque "who's-gonne-do-it" murder enquiry, and it works exceedingly well. The graphic style, which many a reviewer has moaned about over the years, is, I think, extremely impressive, with animated rooms as well as characters and the display adapts itself to a colour or monochrome system to make the on-screen action easier to follow. Jam-packed into four 3.5" disks, Colonel's Bequest is an immense game, but if you're playing on a sub-10MHz machine it can be irritatingly sluggish. But the game is loaded with so many features and surprises that a slow update is something which you'll be prepared to put up with. Black humour plays a considerable part in Colonel's Bequest, and you'll find yourself chuckling heartily when the loose chandelier falls on top of you, or if you're caught in the shower by the Norman Bates-type knife maniac. All in all, if you aren't put off by the slow pace of the game then this superb murder mystery is a must.

PAUL RAND

GRAPHICS	81%
SOUND	59%
VALUE	86%
PLAYABILITY	78%
<b>OVERALL</b>	<b>83%</b>





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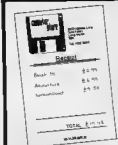
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# GET BACK TO THE FUTURE!

## GET BACK TO THE FUTURE

As you've read at the front of this magazine (unless you started reading this backwards, in which case you're completely bonkers and ought to be locked up), Imageworks are currently programming Back to the Future II: The Computer Game, based on the smash hit film starring Michael J. Fox. So what's all this drivel leading up to, eh? Well, Imageworks are so pleased with the progress made so far on the game that they've decided to get together with us at C+VG and give away a copy of Back to the Future AND Back to the Future II on video, AND a video cassette player to watch them with! Generosity personified! To win this wonder-bag of goodies, all you have to do is answer the following Back to the Future questions...

1. What car was made into the Time Machine?
2. What is the name of Marty McFly's father?
3. What year does Marty travel back to?
4. What is Doc Brown's dog called?
5. Who sings the theme song to Back to the Future?

Okay! When you've got all the answers, put them on the back of a postcard or sealed down envelope and send it off to: SLACKERS!!! YOU'RE ALL SLACKERS!!! C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. The closing date is May 31st - after that we'll stick all the entries into a time machine, and the first correct one pulled out will win its sender the video cassette player and copies of Back to the Future I and II.



C+VG  
ARCADE  
ACTION

# F-15 STRIKE

Here's something that we don't get often - an early look at a coin-op! The people behind it are Microprose, normally associated with home computer simulations and games, and the machine, F-15 Strike Eagle, is a scorcher! It's a filled-3D combat simulation which puts you in the seat of the eponymous F-15 multi-role fighter and lets you fly a wide variety of missions over six different combat zones.

The machine has been developed in the USA, and the end result is one of the most spectacular-looking coin-ops yet seen! It can cope with over 2,000 polygons per frame at an ultra-fast screen update of 30 frames per second. In other





# MIKE EAGLE

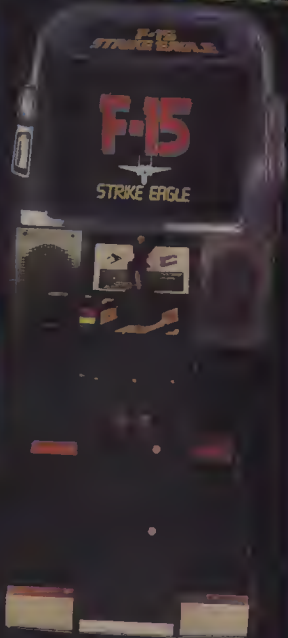


words, what we have is the smoothest, fastest most detailed 3D vectors ever seen in the arcades - miles better than the ones used in Hard Drivin' and Winning Run!!

The game is controlled by a joystick (complete with two fire buttons) and a sliding speed throttle (with afterburner button), and the pilot can fly anywhere within his chosen scenario (although you won't score any points for doing so).

Enemy planes and ground installations are all intelligent - basically you're flying in the most realistic combat environment yet created outside of a real full-blown £70 million pound pro simulation!

F-15 Strike Eagle will be appearing in British arcades later on this year - we'll bring you a full review of the machine as soon as we can stuff some money into it!!!





## ▶ ARCADE HIGHSCORES

It's Arcade High Score Table time again, the place to be if you're the tops at your favourite coin-op. If YOU want to see your name up there with the best of 'em, send your scores (on a postcard or the back of a sealed-down envelope only, please) to: ARCADE HIGH-SCORES, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1 3AU. We'll check 'em over and, if deemed genuine by the experts, fame and nothing else will be yours!

1942  
16,220 000 Daniel Ellis (DAN), Bath, Avon  
AFTERBURNER  
24,555,000 John Bristow, Enth, Kent  
ALIEN SYNDROME  
843,010 Colin McWhirter, Ballymena, N Ireland  
ARCH RIVALS  
96-42 D Nevill (NAV), Morecambe, Lancs  
ARKANOID  
1,478,700 Stewart Ball, Macclesfield, Cheshire  
ASSAULT  
335,550 Martin Deem, Portsmouth  
ATOMIC ROBOKID  
14,101,430 Symon Brown, London  
BATTLE RANGERS  
199,950 Wilson Lau, King's Lynn, Norfolk  
BLASTERDIDS  
2,530,740 EGD Portsmouth  
BOMB JACK  
45,612 800 Gary Harrod, Pools  
CABAL  
5,500,760 P Kollas, Greece  
CAL 50  
475,000 Alex Ware, Sheffield  
CHASE HQ  
19,279,390 Paul Bristow, Enth, Kent  
CHELNOV  
345,700 Martin Deem, Portsmouth  
CRIMEFIGHTERS  
225 Jaimina Allen, London  
CYBERBALL  
72-C Nick McKay (NIK) Broomhill Glasgow  
DARIUS  
4,293,600 Keith Brasley, Blackburn, Lancs  
DEMON WORLD  
1,501,500 Martin Deem, Portsmouth  
DOUBLE DRAGON  
1,010,750 Duncan McNally, Bolton, Cti Manchester  
DOUBLE DRAGON II  
665,000 John Bristow, Enth, Kent  
DRAGON BREED  
996,450 Jamie Morse, Weston-Super-Mare  
DRAGON SPIRIT  
994,375 Jamie Morse (JIM), Weston-Super-Mare  
DYNAMITE DUKE  
1,337,900 Gary Harrod, Pools  
DYABTY WARS  
1,010,700 Peter Amor, Clevedon, Avon  
FINAL BLOW  
1,364,220 Peter Amor, Clevedon, Avon  
FINAL ROUND  
11,945,000 Tim Walker, Brighton  
FLYING SHARK  
2,649,600 Gary Harrod, Pools  
FORGOTTEN WORLDS  
6,927,000 Gary Harrod (GJH), Portsmouth  
GALAGA II  
1,876,070 Chris Ford (CAF), Lancing, W Sussex  
GALAXY FORCE  
2,253,070 Tony Schratl, Reading Berks  
GANG WARS  
159,500 Hag Nawaz, Birmingham  
GEMINI WINGS  
1,105,640 Martin Deem, Portsmouth

GHOSTS 'N' GODLUNS  
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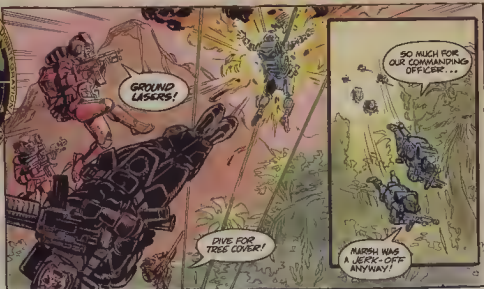
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# THE COOLERS

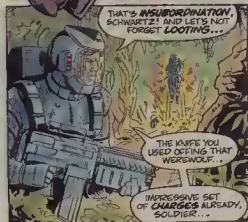


GROUND LASERS!

DIVE FOR TREE COVER!

SO MUCH FOR OUR COMMANDING OFFICER...

MARSH WAS A JERK-OFF ANYWAY!



THAT'S **INSUBORDINATION**, SCHWARTZ! AND LET'S NOT FORGET **LOOTING**...

THE KNIFE YOU USED OFFING THAT WEREWOLF...

IMPRESSIVE SET OF **CHARGES** ALREADY, SOLDIER...

NOW LISTEN UP, YOU **BUTT-HEADS**! MARSH WAS NO HERO, BUT YOUR UNIT PERFORMANCE TO DATE IS WORSE THAN **PATHETIC**!



IF YOU WANNA GET OFF THIS BUG-RIDDEN MUD BALL ALIVE, GET YOUR **ASSES** IN GEAR!

FROM NOW ON, WE OPERATE STRICTLY BY THE NUMBERS—YOU GOT THAT?



McKINTYRE—**STATUS REPORT!**

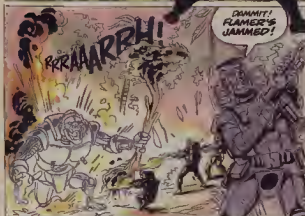
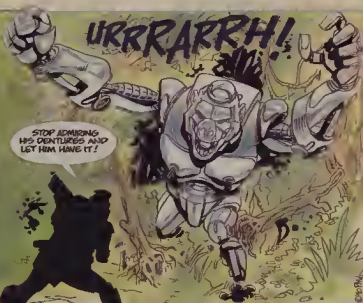
**SIR!** WRIST 'PLTERS STILL DOWN, **SIR**—NO COMM-LINK WITH THE DROP SHIP, **SIR!**



ALL RIGHT, WE—**NOW WHAT...?**

KRAACK!  
KRUSS!  
KRRACK!





TO BE CONTINUED...



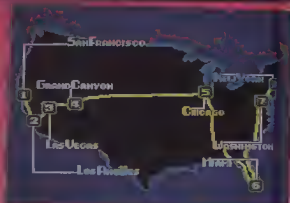
# SEGA

# MEAN MACHINES

A big robbery has taken place and all the criminals are high-tailing it to different parts of the country in high speed vehicles! Your Ferrari F40 is the latest car

in the state so it's up to you to burn rubber and apprehend the villains before they reach freedom!

The action starts some distance behind each criminal



▲ 'See the sights of America by car,' said the brochure.

**SEGA**  
**£24.95**

Battle Outrun bears a remarkable resemblance to Chase HQ, and while it's pretty good fun, there are a couple of things which I found annoying. First of all there's no indication of the distance between you and the criminal, so you're never quite sure how well you're doing. The other thing is that the game isn't particularly difficult, it doesn't take too long to suss out the game and capture all eight criminals, and once you've done that the game's appeal wanes. On the positive side, Battle Outrun has plenty of action, great graphics and choice of soundtracks and that's enough to keep most racing fans happy. But if you want my honest opinion, I'd wait and see what Sega's forthcoming official conversion of Chase HQ is like before buying this - we'll be reviewing it next month!

**JULIAN RIGNALL**

GRAPHICS	84%
SOUND	73%
VALUE	73%
PLAYABILITY	81%
OVERALL	80%

# BATTLE OUTFRUN


BY SEGA

and you've got to race along through heavy traffic to catch up. Sometimes a friendly lorry appears and lowers its tailgate so that you can drive in. Once inside you can buy extra goodies for your car to improve its performance (and you need all the help you can get on later levels.)

When the criminal is finally in sight a ber appears at the top of the screen and you've got to smash him off the road with repeated hits to make him surrender.

The game is played over a strict time limit, and failure to smash the baddie off the road before the timer expires

▼ Drive over the ramps for extra thrills!

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▲ Time for a tune-up in the back of the mechanic's truck.

results in the end of the game. Arrest the criminal and you move onto the next

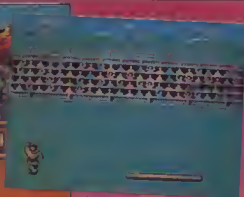
more difficult level where you have to capture an even faster felon!







▲ Phew! That shore wuz wun helluva tough steer!



▲ Hoos man!

# WORLD GAMES

BY SEGA

This sequel to the smash hit number one California Games, has four new events for up to four international players to tackle.

First of all the players choose which country to represent, and then they elect to

either compete or practice in all or some of the events.

The events are: barrel jump (skate along then jump over a selected number of barrels without falling over), log roll (try to stay upright on your river-flooting log and topple the opponent), bull rid-

ing (ride a bonkers bull for as long as possible) and caber toss (chuck a telegraph pole as far as possible). At the end of the competition, points for each event are totalled and an overall placings table is displayed.

▼ This game's herdiya "barrel" of laughs.



**SEGA**  
**£24.95**

California Games is one of my favourite games, so when this sequel came into the office I rushed over to the Sega, slipped in the cartridge... and was very disappointed indeed! The graphics and sound are great, with plenty of colourful backgrounds and excellent sprites, but when it actually comes down to playing the events themselves, there's really not much to them. Caber toss, logrolling and barrel jumping are all very simple indeed, and require hardly any skill to master. The only event that comes anywhere near the quality of the ones in California Games is bull riding, which is great fun - and tough too! But that doesn't save this package from being one of the biggest Sega disappointments ever. There's simply not enough entertainment to justify the price tag.

**JULIAN RIGNALL**

GRAPHICS	83%
SOUND	79%
VALUE	44%
PLAYABILITY	57%
<b>OVERALL</b>	<b>51%</b>



► PC ENGINE

# MEAN MACHINES

## SPACE INVADERS PLUS

BY TAITO

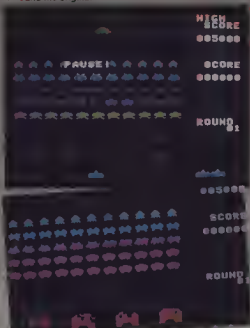
▼ ... and the original

If you were one of the brave few who cut their video gaming teeth on the very first shoot 'em up video game back in '79, you should find Taito's conversion of their own Original brings back a few wistful memories.

In this day and age, though, it would be presumptuous of Taito to expect a game of Space Invaders (even this absolutely spot-on conversion) to sell in a market full of shoot 'em ups like Gunhed. So, the cartridge also carries a heavily souped up version of the game with prettier graphics, extra weapons, but fundamentally the same gameplay (which I hope I can assume you'll be familiar with).

In the new version ("Space Invaders Plus") the laser base has been replaced with a tank or a spacecraft, and shooting the mother ship which occasionally soots across the top of the screen releases one of a bizarre

▼ The last alien, still causing trouble.



▲ Accurate even down to the screen colours! range of extra weapons, from homing beams to a sort of windscreens-wiper laser. The invaders remain much the same as ever, marching back and forth across the screen in strict formation, though some of the more advanced ones have learned to shoot diagonally, demanding some nifty dodging on your part.

SCORE 0

HIGH-SCORE 10000

SHIELD 2

PAUSE ?

▲ The revamped version

PC ENGINE  
£34.95

If there were a prize for 'Most Astoundingly Accurate PC Engine Coin-Op Conversion', this would undoubtedly win, though with an arcade original as unsophisticated as Space Invaders, perhaps that's not surprising. Mind you this really is a perfect conversion, right from the sound effects down to the invaders fiddling with the tattering on the attract screen and the colours on the game screen simulating the coloured strips of transparent plastic. Nostalgia value aside, the straight conversion isn't worth much as a game, but the updated version is, surprisingly, quite addictive. This fact is probably down to the pretty graphics (the space-scapes backdrops are superb) and the gameplay which is livened up no end by those weirdo weapons. Even if you weren't there in '79, Space Invaders is a bit more than a trip down Memory Lane.

PAUL GLANCEY

GRAPHICS	85%
SOUND	75%
VALUE	70%
PLAYABILITY	76%
<b>OVERALL</b>	<b>75%</b>

SCORE 4000 HIGH-SCORE 10000





# DAZ NEW TITLES

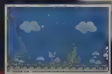
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► MEGADRIIVE

# MEAN MACHINES

# CURSE

BY MICRONET

Sitting in the park can be hazardous these days. Trees could blow over onto you, dogs could wee up your leg, or strange alien beings could appear from outer space and whisk you off into the middle of a heated battle in which you are the only opposition. Guess this just isn't your lucky day, because instead of having leaves in your hair or tinkled-on trousers, you have just been transported from the park bench to the cockpit of a single seater attack ship,

screaming towards the oncoming alien hordes: Curses.

Level upon level of fast-action blasting awaits the lucky Curse player. Enemy ships appear in awarms, just waiting to be disposed of, and if you don't feel too confident of winning with just a single-shot plasma cannon then you can pick up and utilise the various other weapons systems which appear when certain buddies are killed. You begin in a heavily wooded forest, and continue through the twilight sky, then onto deep space and beyond - and there's a lovely big mon-

ster at the end of each level, weapons on mad and ready to send you on a lifeless float through the cosmos

▲ Phaw! Loadsaprites!

C+VG  
HIT!

MEGADRIIVE  
£31.90

Tough, no-nonsense horizontally scrolling death and destruction is the name of this particular game. At first, it seems as though you're out for a nice, relaxing plod through the woods, but then the scene switches to an ultra-fast killing spree which is so speedy that you can almost feel the G-Force! It's a really tough battle, and there are so many enemy sprites on screen at one time that you'll think you're in a gamer's heaven. Even though the idea is so overused that it's in desperate need of lubrication, everyone likes a good, old fashioned and, above all, enjoyable shoot 'em up, and Curse is exactly that. A must for Megadrive blaster-masters who like a shoot 'em up with a bit of meat on its bones.

PAUL RAND

GRAPHICS	86%
SOUND	82%
VALUE	87%
PLAYABILITY	84%
OVERALL	85%

▼ Get blasting! These aren't bluebirds of happiness y'know!







▲ It's in! A tremendous field goal for Houston!

# SUPER REAL BASKETBALL

BY S-GA

Just when you thought it was safe to forget all about slam-dunking, another basketball game shows its face.

After the stiletto options screens, the player is treated to a 3D horizontally scrolling view of the basketball court. The object of the game is to

score as many baskets as possible against the opposition before the end of the fourth quarter. Each quarter lasts around five minutes, and at half-time you're treated to a spot of dancing by the local cheerleaders. On going for a basket, the view switches to a full-screen close up of the action, where you must judge when to stop

the movement of your player in order to stuff the ball through the hoop.

Sometimes the opposition guard the basket, which obviously makes things more difficult, but if you find yourself on the losing side half-way through, you can always call a time-out and alter your tactics!

▼ The cheerleaders provide the entertainment at half-time.



## MEGADRIVE £33.90

There are umpteen basketball games doing the rounds on most consoles, but I believe that what we have in Super Real Basketball is the best of its kind, both aesthetically and in gameplay. The player sprites really are something else, perfectly formed and superbly animated, and they rush around that court as if there were no tomorrow! And then there's the full-screen animation views, which are unbelievable! There's almost half a dozen of them, and as well as adding even more to the look of the game, having to actually interact on these screens gives them a real purpose. A wealth of options on the front-end lets the player fine tune the game to meet his particular skills, and there's a host of charming little touches throughout, such as the dancing girls at half-time and the cheerleaders who burst onto the scene when someone scores. Super Real Basketball is just that - a realistic emulation of a fast moving ballgame, and one which I can heartily recommend to all arcade sports fans.

PAUL RAND

GRAPHICS	93%
SOUND	87%
VALUE	89%
PLAYABILITY	90%

OVERALL 89%

## C+VG HIT!

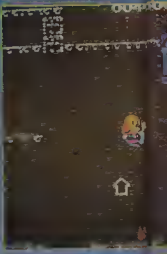


# MEAN MACHINES

# NEW ZEALAND



Tiki is a game that's a bit like a platformer, but with a twist. At least, that's what the big, bad Bluey the robot thinks. He's out of his enclosure, shaved his knees into a big sack and he's on the loose. He's on his uppers, but he's escaped a cage and made it to the top of the world. He's a bit of a hero, but he's not before they get to the end, armed with a gun. It's a task that's as easy as a rubber-cled Tiki. He's a bit of a hero, but he's not before they get to the end, armed with a gun. It's a task that's as easy as a rubber-cled Tiki.



▼ A rubber-cled Tiki gobs those teddies out of the sky.

PC ENGINE  
£32.90

This is a cracking conversion which will more than please fans of the coin-op and cute platform games in general. The graphics are top-class, even though they tend to slow down when there's a lot on-screen, and colour is used liberally throughout. Sound is above average, but the tunes become irritating after a while because they're very high-pitched and squeaky. Playability-wise, it's difficult to find fault. All the levels and features of the original have been squeezed into the cart, making for fun, edictive gaming which will outlast a lot of other Engine titles, even after you've completed it.

OVERALL 90%





# LAND STORY



...ee ...  
...al ...  
...ous, ... air bar  
...ber geese  
...less fou ...

▲ Tiki rides a goose into a secret warp.

▼ Lucky that lead balloon is arrow-proof!



▲ Hurrah! Tiki finds his chum on level two.

**C+VG  
HIT!**



**MEGADRIIVE  
£33.90**

The levels in the Megadrive conversion are different from, and slightly more difficult than the arcade games, but it still coaxes excellence, featuring cute and cuddly sprites, marvellous tunes and sound effects, and gameplay which you'll find hard to beat outside of an amusement arcade! The challenge to get through each level is immense, but you're aided along the way by a host of weird and wonderful items. Even so you'll find the going tough and demanding and it's a good job that there's a continue option built in. Everything has been included in this conversion - it even has level warps! It might not be to everyone's taste, but if you're the sort of person who craves brilliant arcade conversions, then do not ponder your next purchase a moment longer; get hold of a copy of *New Zealand Story* today!

**PAUL RAND**

GRAPHICS	93%
SOUND	94%
VALUE	92%
PLAYABILITY	95%
<b>OVERALL</b>	<b>94%</b>



► PC ENGINE

# MEAN MACHINES

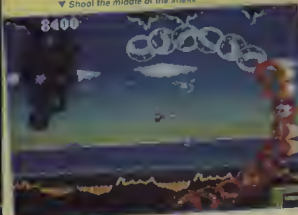
# PARANOIA

BY NAXAT

It's all very well setting out in your fighter craft to blast away at all and sundry, but you're not going to get very far if your spaceship's a bit poo. Such is the state of your vessel in this game, but at the moment you're riled enough not to care about trivialities like certain fiery death. You've heard that the boss of this planet has been spreading nasty rumours about your parentage and, paranoid fool that you are, you've decided to get your own back. This does however, put you into a sticky situation, because he happens to be the ruler of fourteen galax-



▼ Shoot the middle of the snake!



▲ The Evil Eye at the end of stage one.

▲ Yeelee Dodge those blades

ic systems and commander of several squadrons of deadly space beasts, all of whom are now on course to intercept and destroy you!

Your ship has three energy units, and if any of the boss-men's henchmen shoot or collide with your ship a unit is lost. Luckily there are a variety of power-ups to bolt onto your fighter, and these range from a pretty simple shield to massive death-beams and rotating drone craft. Grab all that you can because at the end of each level there's a supermean guardian, which spews out more bullets than you've had hot dinners

PC ENGINE  
£32.90

Producing a shoot 'em up which is tough enough to suit hardened blasters and yet still playable is always difficult, but Naxat have come very close to achieving this with Paranoia. Right from the beginning the bullets fly around the screen, keeping you right on your toes. But instead of the game becoming an unplayable drag, it's addictive enough to keep you coming back for more. It's not a fantastic looker, although the sprites and backdrops are more than adequately drawn and coloured, and there's some good, meaty tunes to keep you bopping through the levels. There are visually more exciting Engine shoot 'em ups available, but I would imagine that, because of its mix of difficulty and addictiveness, Paranoia could still be an off-played game long after others have been completed and stowed in a cupboard.

PAUL RAND

GRAPHICS	76%
SOUND	88%
VALUE	84%
PLAYABILITY	83%
<b>OVERALL</b>	<b>83%</b>



# ATOMIC ROBO KID



▲ Meat Kruk. He's not very nice

**A**tomic Robo Kid has just graduated from the Universal University of Space Combat and is on his first mission - to travel deep into enemy territory and destroy everything that gets in his way.

The metal matey starts

with a fairly standard blaster, but if he shoots the right object it turns into one of four extra weapon icons - collect it and you either get atomic blasters, three-way atomic fire, atomic missiles or atomic lasers!

And these are all very helpful, because there's a

load of baddies to blast - lots of little ones and a mini-guardian on each level, and a huge bigger-than-a-screen mega-guardian every fourth level that requires a load of his before it explodes. But then, who says space combat is easy?

▲ Kid's no fan of this boss.



**PC ENGINE**  
**£35.00**

Atomic Robo Kid is one of the best-looking shoot 'em ups yet seen on the PC Engine. The backdrops are colourful and beautifully designed, many of the sprites are superb, and the big (and I mean BIG) mega-guardians are superb - I've seen nothing like them since R-Type! The action is fast and furious - maybe a bit too easy on the lower levels - but later on (around level 14) things really start getting tough, with some tricky situations to guide Robo Kid through. The only annoying thing is that when you lose certain weapons on higher levels, it's incredibly difficult to carry on, but if you ignore that, Atomic Robo Kid is an extremely slick and polished blaster that should go down a bomb with any PC Engine shoot 'em up fan.

**JULIAN RIGNALL**

GRAPHICS	90%
SOUND	81%
VALUE	82%
PLAYABILITY	86%
OVERALL	83%





## ITALY 1990

### US GOLD

With the World Cup just around the corner, US Gold are soon releasing Italy 90, a complete simulation of this summer's forthcoming football festivities. The game is packed with ultra-accurate facts 'n' figures, has more menus than a big French restaurant and lets you choose any team that

has qualified for the competition, be it crummy Cameroon or bellicose Brazil. But all these options will be useless without decent gameplay - and that's what programmers Tiar-tex are implementing at the moment. We'll bring you a full review of the game when it finally arrives.

**RELEASE: SPEC-TRUM AMSTRAD C64  
ST AMIGA  
PRICES: TBA**



## TIME SOLDIERS ELECTROCOIN

Electrocoin are more at home in the cut-and-thrust world of coin-ops than in the computer games marketplace, but now they're launching a software label, the first product being this arcade license. Time Soldiers is a conversion of SNK's Ikari Warriors-a-like, set across six time zones. One or two players step into the armour of Earth Commando Yohan and Ben, who must rescue their

five fellow soldiers and defeat the megalomaniac Gylend before he decides he's sick of playing and blows up the galaxy. What ensues is a vertically scrolling jaunt through time, from Prehistoric to the Future, with a range of extra armaments to pick up and use against Gylend's demons. Sounds fun, doesn't it? It looks quite nice, too so keep those peepers peeled for a review sometime in the near future.

**RELEASE: ST AMIGA  
C64, APRIL  
PRICE: ST £19.99,  
AMIGA £24.99, C64  
£9.99**



## SILKWORM IV

### SALES CURVE

What has happened to Silkworms II and III, that's what we want to know! But then again, after looking at the screenshots of the follow-up to one of the hottest horizontal scrollers of last year, we couldn't help but say: As with the first one, Silkworm IV is a shoot 'em up in which one or two players control either a helicopter or jeep, as they storm







## SPEEDBALL II

**IMAGEWORKS**  
Sequels are the flavour of the month, and what better one to have than the follow-up to one of the most highly-acclaimed games of 1988? The Bitmap Brothers have stuffed a playing area more than twice the size of that found in Speedball into the sequel and the graphics have been totally revamped and re-animated so that the new characters look much harder

than before. Add a large helping of management-style character interaction, a whacking great dollop of extra weaponry and other useful items and more than a tad of increasingly more difficult levels, and you're left with a game which has the potential to blast its classic prequel into oblivion. We'll tell you what the finished article turns out like when we review Speedball II in the next couple of months.

**RELEASE:** ST AMIGA  
**PC, MAY**  
**PRICE:** ST AMIGA £19.99, PC £24.99

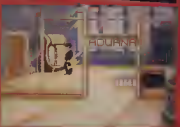


across the many levels of enemy-infested territory. Unlike the original Silkworm though, the sequel is a vertically scrolling game, and there's a lot more variety in the various stages. Not only that, but graphically the game is streets ahead of its forefather, with highly realistic sprites and atmospheric backdrops all round. We'll be reviewing the completed version next month, so there's something to look forward to!

**RELEASE:** AMIGA ST  
**SPECTRUM C64 AM-**  
**STRAD, JULY**  
**PRICE:** TBA

## OPERATION STEALTH PALACE

One simply can't trust a world leader these days. General Manigius of Paragius has gone from being a mild-mannered, placid sort of chap to a drug-crazed dictator. His followers have nipped over to the US and half-taken one of the new Stealth bombers, and the Soviets have got wind of the whole shenanigans and are hot-footing it over to Paragius to claim the B2 for themselves. Which puts you, as CIA agent John Glames, in a somewhat sticky situation in the sequel to the respectable Future Wars. As you can see, the graphics have been pepped up a bit, and it's said that the operating system, which came in for a bit of criticism when we reviewed the first game, has also



been tinkered with. Look out for the review after we've been over to Paragius, dodged and battled with a couple of Manigius's henchmen and liberated a copy of the game!

**RELEASE:** ST AMIGA,  
**MID MAY**  
**PRICE:** £24.99

## RAILROAD TYCOON

### MICROPROSE

Too! Too! What young 'un hasn't wanted to be a train driver at some time? You won't actually get to ride on the footplate, shovelling coal into the burner, but you will be able to build rail systems across the world in this new one from F-19 and Pirates! creator, Sid Meier. As with everything in life, you have to take the rough with the smooth, so as well as taking in all the dash from your fantastic new invention, you'll also have to make



some tough decisions along the way like how best to spend your resources and whether or not to take your rail route through an area of natural beauty, and you'll need the bottle to deal with such hazards as mining disasters.

**RELEASE:** PC, APRIL  
**PRICE:** TBA



## PROJECT X MINDSCAPE

To be honest this game isn't really called Project X, but our preview is so short of time, even Mindscape haven't decided on a title yet! Excuse us, Tony is the man behind Project X, which takes the form of a Dungeon Master-esque adventure through a labyrinth of puzzles and traps. Using a portable computer and a remote k, you have to get four through the maze to an objective, which

mission. The robots have detachable body parts, so if one of your droids is a bit slow, d into the hardware store and buy him a new pair of turbo-legs. Not surprisingly, the maze is teeming with all sorts of nasty monsters and evil rolling robots, so it's wise to belt on some laser-timbs too. Tony's got a long way to go before the game is finished, but already it looks like this will be greatest work yet!

**RELEASE: ST AMIGA PC, SEPTEMBER**  
**PRICE: TBA (EITHER**

## TREASURE TRAP

### ELECTRONIC ZOO

This underwater exploration business isn't as easy as Jacques Cousteau used to make out, and nobody knows that better than the be-suited hero of this game. He has to hunt around the wreck of The Esmeralda for bars of gold to top up his ailing bank balance, but he's found The Esmeralda's riches are guarded by various species of nasty fish and crustacean, which will nibble away at his eir hoas as soon as look at him. The trick is



to stay out of their way by jumping around the platform and conveyor belts, or alternatively, release your pet piranha and let him eat you out of trouble. Emerald Software are programming the game, which will no doubt bring a few happy memories to lovers of Ultimate's Spectrum classics, Knight Lora and Allan 8.

**RELEASE: ST AMIGA PC, OUT NOW**  
**PRICE: £24.99**

## RESOLUTION 101

### MILLENNIUM

From the programmers of Archipelagos comes this 3D wonderment, which casts you as a futuristic bounty hunter, out to rid your city of villains. Stalk the streets in your vehicle until you come across a hostile craft then BLAM! Zap it into a trillion smoking



## SKID MARKS MINDSCAPE

Another of Mindscape's up-and-coming gems is this superb stunt driving game, programmed by Distinctive Software (who produced, amongst other things, the Test Drive and Herd-bell series for Amiga). You can drive a choice of fast cars around a choice of tracks, made



up of (amongst many other things) daredevil jumps, loop-the-loops, banked turns, skid pane and tunnels. And if you get bored with the default tracks, you can build your own with the track editor! You can also watch the action from a variety of camera viewpoints, and even use VCR-style controls to stop the action, rewind it, fast-forward and pan around or zoom in on say, the Ferrari Testarossa going ballistic as

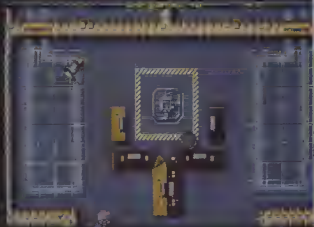


## PARADROID '90

HEWSON

Crikey! After what seems like donkey's years of waiting, at least we've got a screenshot of Andrew Braybrook's 16 bit conversion of arguably one of the most addictive C64 games ever. *Paradroid '90* puts you into the spherical frame of an influence droid on a mission to close down all the rogue robots on five malfunctioning space stations. Anyone who has played the 64 version of *Paradroid* will know that, despite its simplicity, the

game is so maddeningly addictive that you'll feel as though someone has squirted Superglue all over your seat - and the 16 bit game promises to be even better! Just one look at the screenshot shows how much work has gone into *Paradroid '90* and, if Andrew's past successes are anything to go by (just think about *C64 Uridium* and *16 bit Rainbow Island*), this latest one should be as hot as an oven on gas mark 34! Look out for the review just as soon as we get our hands on the finished item.

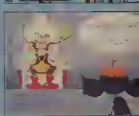


RELEASE: ST AMIGA, SUMMER PRICE: TBA

## THE TOYOTTES INFOGRAMES

Trust those garçons from across the Channel to come up with a game design which can only be described as... unusual. The *Toyottes* are a race of small purple rats, one of the few surviving strains of life left after the Holocaust. Their King, Claudius Rapededilapoulos IV, apart from having an unbelievable, still name,

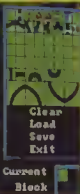
has lost his biffy son, Barnaby, and has appointed you, brave soldier Cyprien, to enter the underground labyrinth and track down young Barns. This insane storyline paves the way for a 3D romp through a world which, looking at the screenshot, smacks of a 3D version of *Snakes and Ladders*, but with no dice to roll and loads of baddies to kill! Look out for the forthcoming review, folks. RELEASE: ST AMIGA PC, MAY PRICE: TBA



bits! As you earn more cash, drop into your friendly neighbourhood armament shop and pick up some mighty weapons, or extra sensory equipment, or even buy a whole new vehicle. We've seen a demo of *Resolution 101*, and it looks plenty good. The review in the very next C+VG will reveal all. RELEASE: ST AMIGA PC, SPRING PRICES: ST AMIGA £24.99, PC £29.99



leaves the loop-the-loop at an unusual angle. The blood-thirsty, ambulance-chasing, mash-up fans in the C+VG office just can't wait to play the finished game, because it really looks like it'll make even *Mad Drivin'* look comparatively soft and soppy! RELEASE: ST AMIGA SEPTEMBER 30TH, PC JUNE PRICE: ST AMIGA £24.99, PC £29.99





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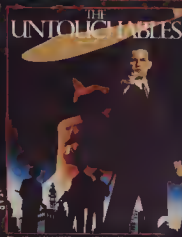
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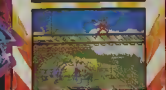
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